SPOTTY KID IN BUDGET DINGHY HORROR - page 49

MARCH 1991
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6

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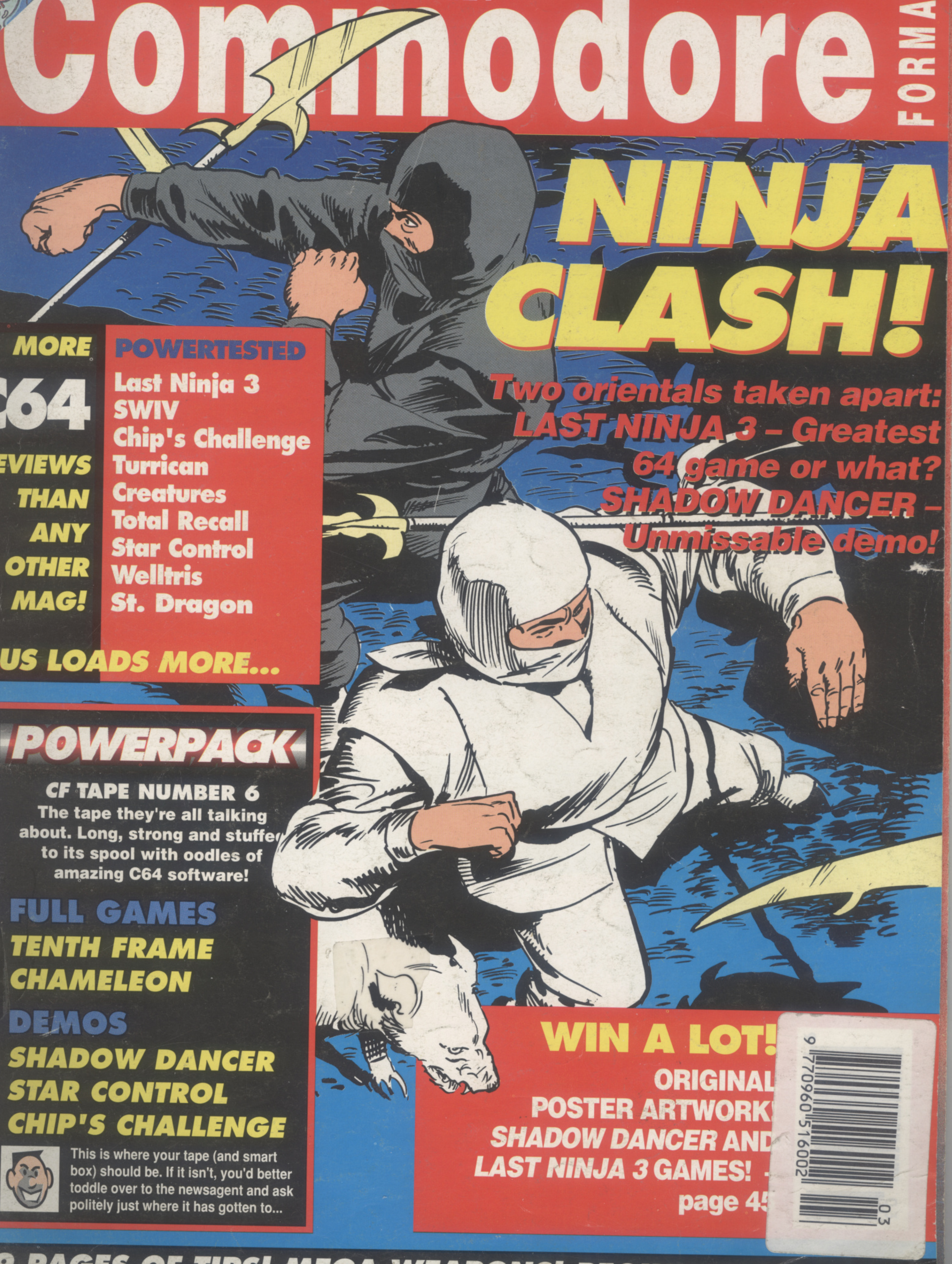
Commodore FORMAT



NINJA CLASH!

Two orientals taken apart: LAST NINJA 3 – Greatest 64 game or what? SHADOW DANCER – Unmissable demo!

MORE C64 REVIEWS THAN ANY OTHER MAG!

POWERTESTED

- Last Ninja 3
- SWIV
- Chip's Challenge
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- TENTH FRAME
- CHAMELEON

DEMOS

- SHADOW DANCER
- STAR CONTROL
- CHIP'S CHALLENGE

This is where your tape (and smart box) should be. If it isn't, you'd better toddle over to the newsagent and ask politely just where it has gotten to...

WIN A LOT!

ORIGINAL POSTER ARTWORK SHADOW DANCER AND LAST NINJA 3 GAMES! – page 45

9 PAGES OF TIPS! MEGA WEAPONS! BEGINNERS' BASIC!

SPARKS O

Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

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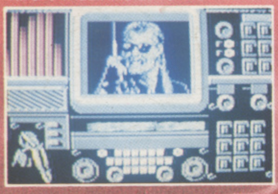

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

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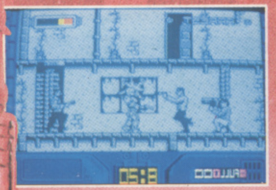

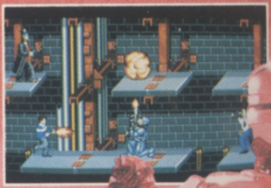

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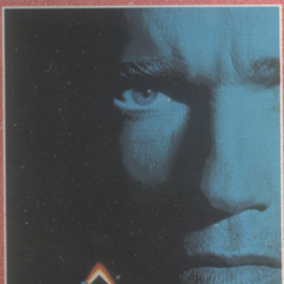

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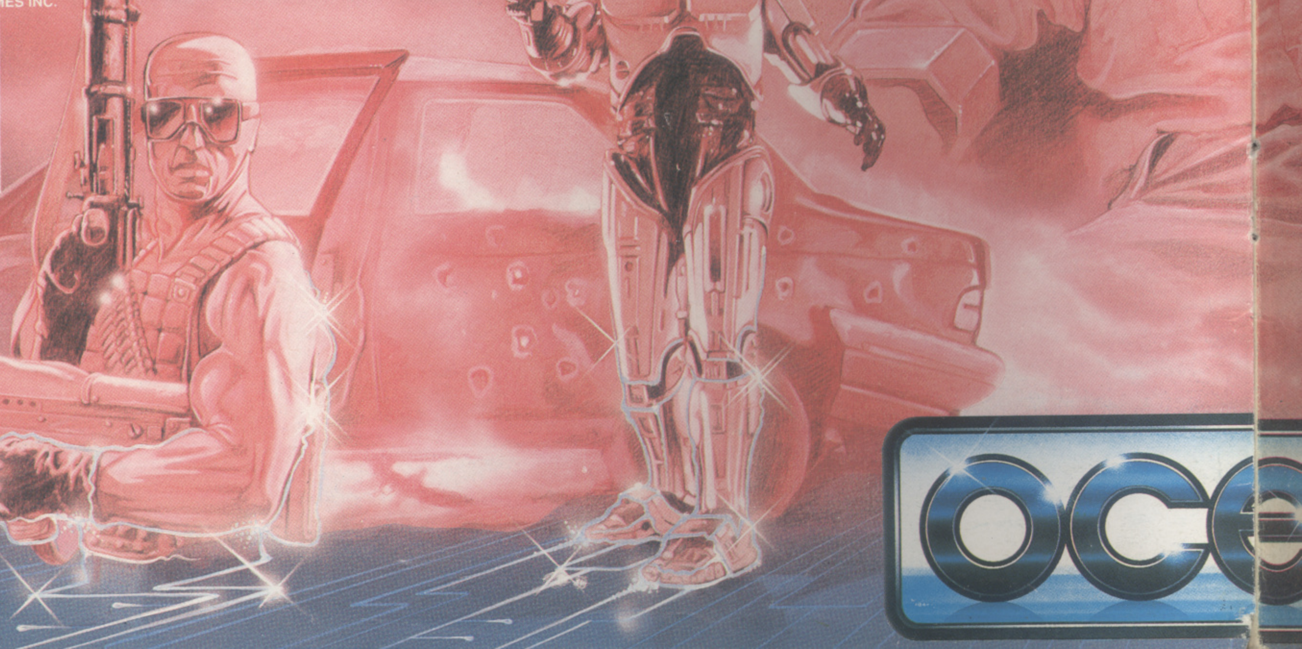

OF GENIUS

RECALL

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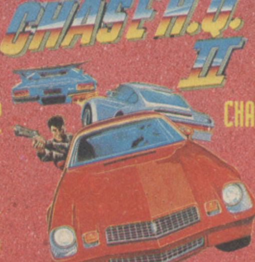

CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare

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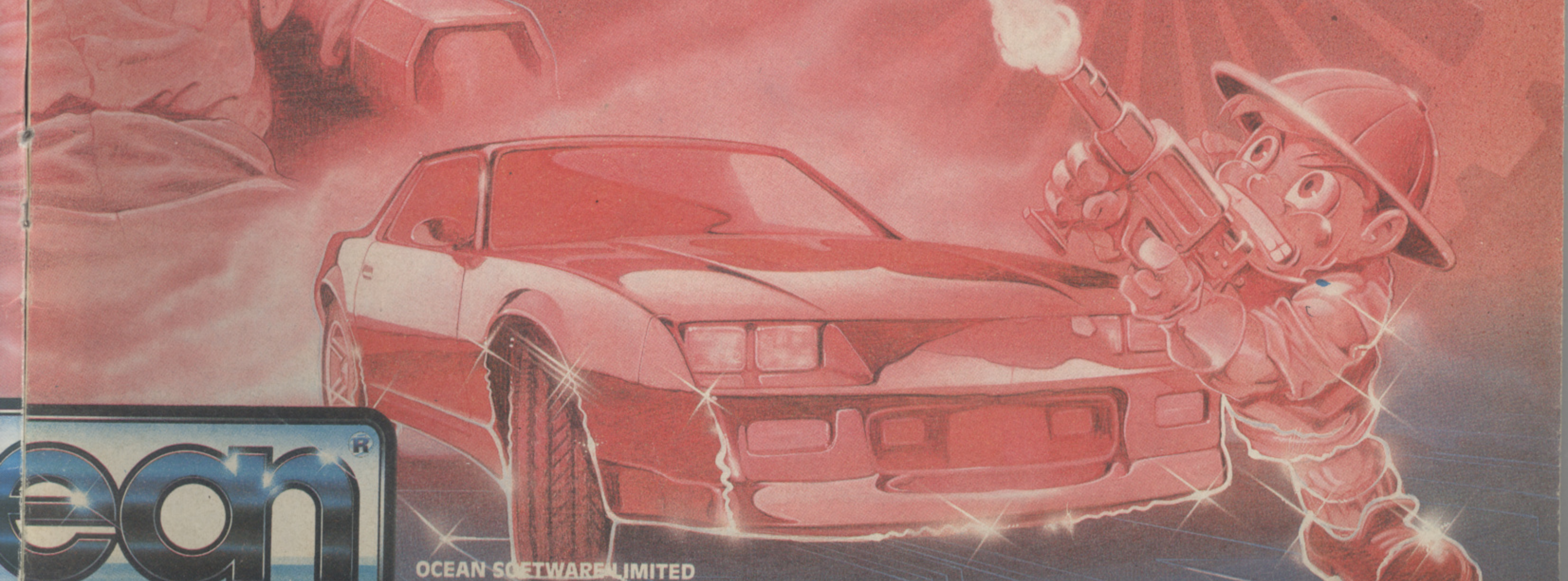
PLAYER-2
HIGH SCORE- 10000

MT-KEIRIN
PLAYER-2
2-5 STAGE
PUSH BUTTON



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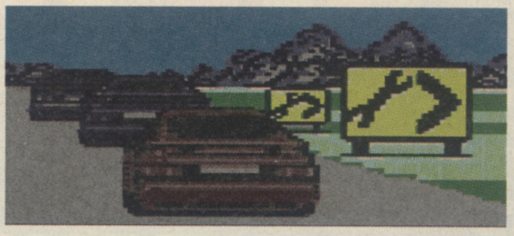
The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

32 Boy racer time again, as Gremlin strap you into the seat of not one, but two Lotus Esprit Turbos. The race game to end all race games!



LAST NINJA 3

SYSTEM 3

36 This *could* be the best C64 game of all time... But if you want to make sure then you'll have to turn to our powertest now!

CREATURES

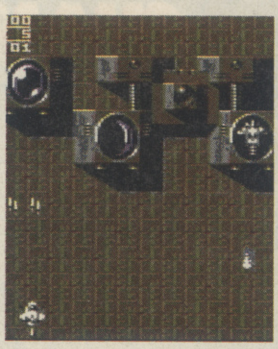
THALAMUS

78 Here comes the platform scroller with a wicked sense of humour! Cuddly, it ain't! Not one for the squeamish...

SWIV

STORM

56 Storm's long-awaited sequel to *Silkworm* arrives. 'Should We In-Vest?' you may well ask...



TOTAL RECALL

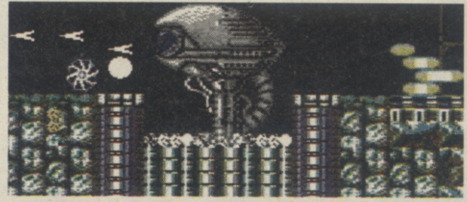
OCEAN

44 Play Arnie in this mind-less arcade platform shoot 'em up! Take a trip to Mars – you'll end up breathless!

TURRICAN 2

RAINBOW ARTS

88 The game of '90 makes way for the game of '91. It's A Corker and no small error!



POWER PACK 6

FULL GAMES

TENTH FRAME

US Gold

Well, it's a ten-pin bowling simulation, innit? And a stonker of a ten-pin bowling simulation at that. Strikes, spares and all that gubbins. Load it up and enjoy!

CHAMELEON

Martin Walker

With elemental forces wreaking havoc across the country, there's only one thing you can do: send for Chameleon – half man, half flux – to kick up a storm (and punch some mist in the mush).

PLAYABLE DEMOS

SHADOW DANCER

US Gold

One for the *Shinobi* fans, with a whole level demo of US Gold's forthcoming Ninja beat 'n' shoot 'em up. Treat your enemies to shuriken and savaging, with your oriental skills and a Ninja dog!

CHIP'S CHALLENGE

US Gold/Epyx

Take a slice of this puzzle cake, courtesy of US Gold. Avoid the hazards, solve the problems and guide Chip to the chips. About as addictive as you can get!

STAR CONTROL

Accolade

There's a hefty dose of deep space combat action in this demo of Accolade's strategy-cum-blast 'em up. In space no-one can hear you go, 'Oh rats!'

6 MARCH 1991

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ON THE TAPE

SIDE 1

TENTH FRAME Full Game

This classic ten-pin bowling simulation from US Gold is as close to the real sport as you're going to get on a C64. Coded by the Access team (the people who brought you *Beach Head I* and *II*, and *Leaderboard* in its various guises) this simulation features some impressive animation on the bowling figure, plus some very realistic 'pin action' (as it's known to the pros).

With three skill levels and an option for up to eight people to play, *Tenth Frane* provides the perfect excuse to invite some mates round!

SHADOW DANCER Demo

This exclusiove snippet of *Shadow Dancer* lets you play through the entire first level, jumping around, chucking shurikens and setting your Ninja dog on the enemy. The game is being written by coder Jon Williams, who also wrote the *Pig Tales* game from *CF* PowerPack 2 (the finished sound effects aren't in yet, so you might recognise some piggy-type effects that Jon has substituted in the meantime!)

If you want to know more, flick to the Early Warning section starting on page 12.

SIDE 2

CHAMELEON Full Game

Fancy a bit of a change from all that deep space alien blasting? Well, Martin Walker of *Citadel* and *Hunter's Moon* fame has furnished us with his early game, *Chameleon*.

The game boasts some intriguing gameplay with plenty of action and a bit of puzzling thrown in for good measure. It also has some very smart visuals – check out the main sprite and the multi-layer parallax – and the sound is up to Martin's usual high standard!

STAR CONTROL Demo

Accolade's new game, *Star Control* (full review page 58) sends you deep into uncharted territory as you enter into conflict with the oppressive Ur-Quan Hierarchy.

In this demo of the arcade section, you take control of an Alliance fighter and must defeat your Ur-Quan opponent. Anyone who used to enjoy *Asteroids* or *Space Wars* in the arcades should love this!

CHIP'S CHALLENGE Demo

If you're into puzzle games, load this up now! *Chip's Challenge* earns itself the coveted award of It's A Corker! this issue (full review page 54) and so we managed to secure a lovely little two-level demo for you.

The first level is a training exercise to get you used to the controls and method of play. Then the second level – Nuts And Bolts – throws you in at the deep end with a sprawling maze full of tricks and traps. It's extremely addictive (the Ed played through nearly 60 levels of the full game before our version died) so don't complain to us if you finish the demo wanting more!

Why not bowl a few strikes, unleash some elemental forces, solve a few puzzles, indulge in a little interstellar combat and take your Ninja dog for a walk – all without leaving the comfort of your armchair! It's all on the tape that puts the rest to shame!

POWER PACK 6

CHAMELEON

MARTIN WALKER

FULL GAME

Slap a stick in the second slot

The Realms of Nature are in chaos: elemental forces have gained access to the force of the flux – the pure energy from which the elementals are forged – and a master race of ruling demons holds sway over each realm. The hidden sources of the flux are being tainted by their continual use and are slowly leaking into the human world, corrupting the natural forces of fire, water, earth and air. The elements now conspire against man: storms, blizzards and fires wreak havoc across the lands.

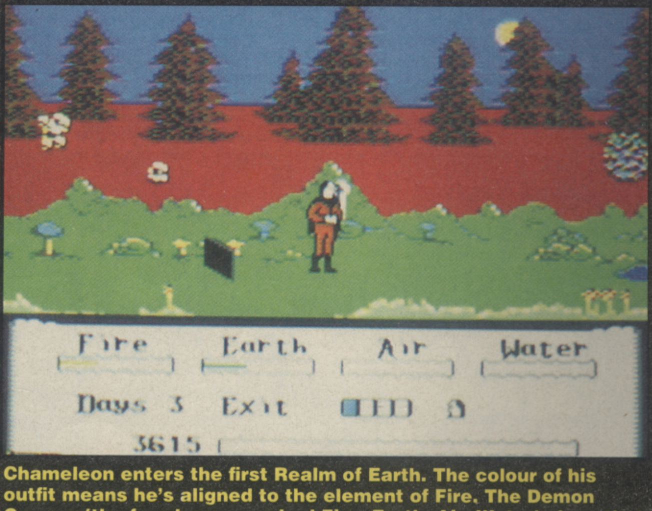
In a bid to bring harmony once more to the Realms of Nature, a man called Chameleon is summoned. A hybrid of human and flux, Chameleon is able to align his flux to that of any of the elements and thus possesses the power to destroy them.

Chameleon must find the sources of the tainted flux and restore them to their rightful locations in the Realm of Limbo. Otherwise mankind will remain forever in the grip of nature.

Right, got all that? You control Chameleon via the joystick and must traverse the scrolly landscape, defeating the elemental demons that swarm around. Chameleon's energy comes form the power of the flux and is drained by hurling his own flux, colliding with demons or stepping into pools. Once his energy bar hits zero, that's yer lot. So, to keep his energy topped up you must wait for an aligned path demon (that is, a demon of the same type as Chameleon's own flux) who, when hit, turns

RULES OF THE ELEMENTS

Fire destroys Water and turns Earth to Fire
Earth blocks Water
Air blows out Fire
Water destroys Fire and Turns Air to Water

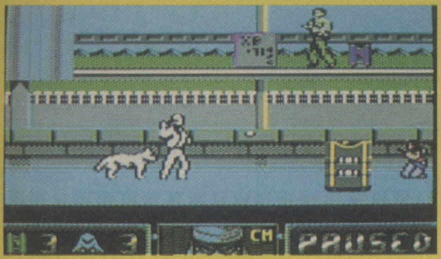


Chameleon enters the first Realm of Earth. The colour of his outfit means he's aligned to the element of Fire. The Demon Gauges (the four boxes marked Fire, Earth, Air, Water) show that there's still a lot of work to be done. The four smaller boxes below show that one exit is time-locked (that is, it can only be unlocked at a certain time of day). However, all of this is academic because the main bar at the bottom indicates your energy. In this case it indicates that you've no energy left. So you're dead. Oh dear...

SHADOW DANCER DEMO

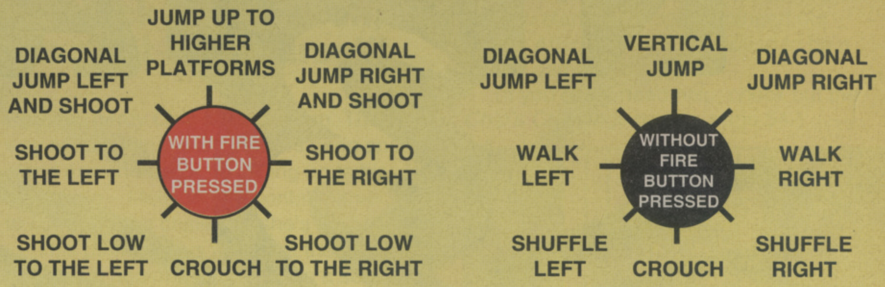
US GOLD

Ninja stick in port 2



US Gold's *Shadow Dancer* – an exclusive demo for our beloved *CF* readers

CONTROL



In this demo of the first level, Shadow Dancer has to make his way to the airport exit and collect all of the glowing… erm… things (they're explosives – probably). Once you've gathered all four glowing jobbies, killed all the goons and reached the exit (marked 'exit'), that's the end of the demo.

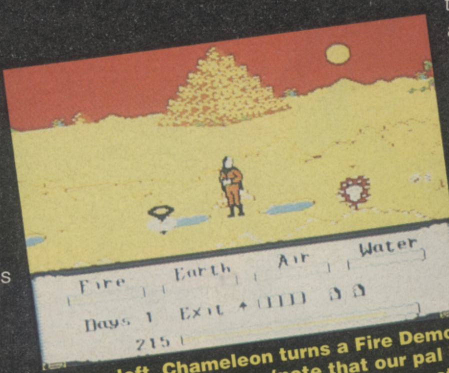
Shadow Dancer and his mutt are controlled via the joystick which uses a complex mixture of stick and fire button to unleash his Ninjutsu vengeance (check out the diagram to see how this works). Hold fire to release the dog, and if all your efforts amount to nowt, treat your opponents to a slice of Ninja magic by hitting space.

---

into a ball of pure flux. Touch this and Chameleon's lost energy is replaced.

COMPLETING LEVELS OF THE GAME

Exits are small sticks which have been strategically positioned on the scrolling backdrop, highlighted by flashing arrows marked 'exit'. A short tone is also played to make absolutely sure that you haven't missed them. Each realm contains four exits and cycles round so that the fifth exit you reach is actually exit number one again.



On the left, Chameleon turns a Fire Demon into a ball of pure flux (note that our pal is aligned to fire). Time for an energy boost

To exit a level you have to destroy all the demons indicated by the demon gauges. However, the dominant demon in a realm (Sparks in the Fire Realm, for instance) can regenerate themselves. Only once the source of the flux has been collected are the demons destroyed for good.

As you traverse the scene, the location of the flux is signalled by a clanky noise (on later levels you have to try and remember where this is). The four boxes at the centre of the display panel are parts of a combination lock which must be opened before the tainted flux is revealed.

So on the first level, where the four boxes are white, the flux appears immediately. As you progress through the levels, more and more squares appear red, signifying that they are locked. Red squares are unlocked (they turn green) permanently by passing one of the four exits. They're temporarily unlocked at certain times of the day.

Each day is split into morning, noon, dusk and night, indicated by skies coloured grey, blue, red and black. So, if the final red square turns red during noon and then turns red again at dusk, it's obviously dependent upon the time of day. Return to the location of the flux and wait for midday – the flux should appear then.

When all of the demon gauges are empty, passing any exit transports Chameleon to the next level. When you reach a Limbo level, all you have to do to exit is to pass all four exits.

CONTROLS

F1: Start game (or press fire button)
F3: Quit game during play and return to title screen
F5: Select title/end game tune or silence
F7: Pause/continue during game

Joystick with fire button released

LEFT – Walk left
RIGHT – Walk right
UP/DIAGONAL – Jump
DOWN – Duck

Joystick with fire button pressed

ANY DIRECTION EXCEPT DOWN – Fire
PULL DOWN AND RELEASE THREE TIMES – Summon alignments (point at chosen elements and press fire to select new alignment)

HINTS AND TIPS

The game of Chameleon originated as an idea based on the old hand game of rock/paper/scissors, extended to the four elements. The secret of playing the game is to learn the best alignment to combat each type of demon and to make sure that you can always find path demons of your own alignment with which to keep your energy high.

The demons themselves have intelligence and dodge your shots if they can – more so at higher levels of the game. Each of the sky demons attacks and moves with its own character. For example Mist Demons try to drop on you from above, whereas Flame Demons tend to move in on you quickly from both sides.

GETTING STARTED

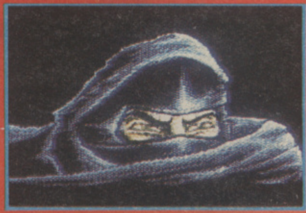
1) Remember that if you duck, the sky demons can't get you.
2) To fire rapidly, hold the joystick button down and keep jabbing the stick in the desired directions.
3) If you are firing at a demon and nothing happens, pause the game using F7, check the Rules of the Elements to make sure you're using the correct alignment. Press F7 again to restart the game.
4) You start the game aligned to Fire and can get as far as level three (the first Air Realm) without changing your alignment at all. Then, since 'Air Blows Out Fire' your shots will have no effect on the Mist demons: you'll need to change to Water or Air alignment.
5) When you collect the hidden flux from the path, the ruling demons (like Flame demons in the Realms Of Fire) swarm at you.
6) If you get hemmed in by a swarm of sky demons and are running low on energy, duck and stay down until a suitable path demon comes along to give you more energy.

REAL HATRED IS TIMELESS

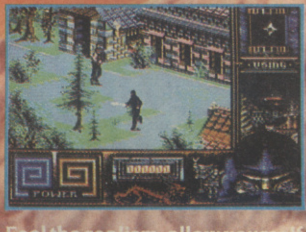
LAST NINJA 3

NINJA
THREE

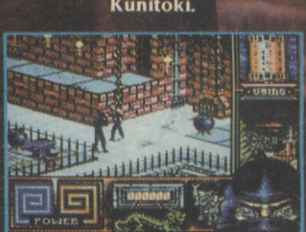
Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.



With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.



Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.



Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .

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SYSTEM 3

7) As you get further into the game, the sky demons begin to demonstrate super powers. Develop different tactics to destroy each one. Watch out for the Blizzard Demons in the second Water Realm – they drop bubbles onto the path. Align yourself to water and turn the bubbles to energy to keep you topped up – you'll need it!

CHIP'S CHALLENGE DEMO

US Gold/Epyx

Joystick in port... oh, puzzle it out yourself!

Poor old nerdy Chip MacCallahan. The only way he can join the Bit-Busters gang and stand any chance of snuggling up to his ideal girlie – Melinda the mental marvel – is to complete the challenge she's set for him.

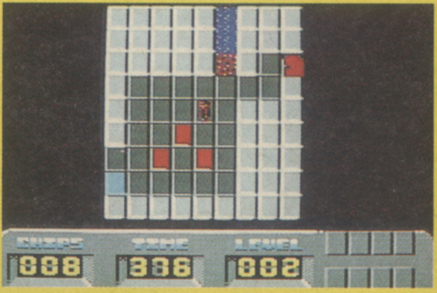
This demo shows just what the poor geek is up against. Each level is a scrolly landscape filled with doors, switches, aliens and all manner of devious traps to catch the unwitting Chip.

To complete each level, Chip has to collect all the silicon chips and make his way to the pulsing exit. Chip is guided around using the joystick, but the fire button doesn't do anything, so leave well alone.

HINTS 'N' TIPS

We were going to give you lots of help to get you started... but we changed our minds. After all, this is supposed to be a puzzle game.

(If you really need help, check out the *Chip's Challenge* review, page 54.)



The key to the door on the right lies beyond the water. Maybe the red blocks will help build a bridge or something...

TENTH FRAME

US GOLD

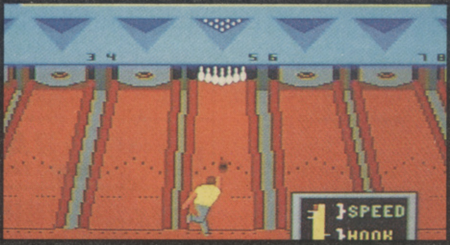
FULL GAME

Joystick only, port 2

To start the proceedings, follow the on-screen prompts to select the style of bowling: League (you can split your players into two teams and give them a name), or Open (participants play individually against one another). Enter the number of players involved (from 1 to 8) and the difficulty level for each player (Kids, Amateur or Professional).

Each game of ten-pin bowling is split into ten frames. In each frame, every player has two attempts to knock all the pins down. Hitting all the skittles with your first bowl is called a strike (see **scoring**).

Bowling is carried out *Leaderboard* fashion with a speed meter and a hook meter. The hook is the amount of spin your little bowler puts on the ball; the ball always curves in from the right to the left.



Could old Flongy here be on for a strike? His speed (bottom right) is dead on but he might have overdone the hook

GOOD BOWLING IN SEVEN EASY STEPS

1) Place your bowler on the lane by moving the joystick left and right.
2) Aim by pushing forward and then moving the white pointer which appears left or right.
3) Start the bowler's run-up by holding down the fire button.
4) Set the speed by letting go of the fire button to stop the yellow bar within the grey speed target.
5) Set the hook by pressing fire again to stop the yellow bar which drops towards the grey hook target (ideally on the centre line).
6) Sit back and watch as you score one.
7) Experiment with all the above to find the optimum bowling set-up (preferably so you score strikes).

A good set-up on Professional level is to situate your bowler slightly to the left and then place the target just past the first brown lane marker on the right. Try to set the speed on the bottom grey line and the hook on the centre line. This should get a strike.

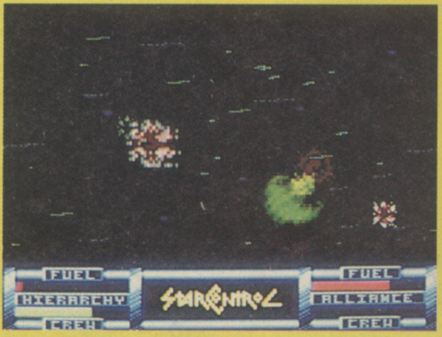
STAR CONTROL DEMO

ACCOLADE

Joystick only, slam it in port two

CONTROLS

LEFT – Rotate ship clockwise
RIGHT – Rotate ship anti-clockwise
UP – Thrust
DOWN – Auto vectored laser. Close range laser device which homes in on the enemy.
FIRE – Homing missiles. Unsurprisingly, these home in on your enemy.



Let the fighting commence – the future of the Universe lies in your sweaty mitts

This new title from Accolade is reviewed later in the mag, so if you want the full low-down on what's going on, go have a sneak peek at page 58. OK? Right.The full game involves strategic planning, but this playable demo features the close range space combat, played one-on-one, *Asteroid* style.

Once the intro message has ended, press Fire to start the combat. The blue ship (which bears an uncanny resemblance to another famous spaceship) is yours; the green computer-controlled ship belongs to the Ilwraf.

The Ilwraf is likely to disappear when things heat up. Don't panic (well, panic a bit): the sneaky alien has a cloaking device which renders his vessel undetectable to eye and homing missile alike!

CODE CALAMITIES!

'Odds bodkins!' you cry, 'Me tape is scuppered!' Well fear not. Should your games and demos refuse to load, try fiddling with the head azimuth alignment a bit. If that fails, you'll have to resort to plan 'B' and return your tape to Ablex for a replacement. They'll be happy to oblige.

Pop your tape (minus box) into an envelope labelled: ***CF* Tape 6 (Tenth Frame) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD**. Please include a **stamped addressed envelope** so Ablex can send you a new tape. No envelope, no replacement.

IT'S TOUGH AT THE TOP BUT IT'S TOUGHER WHEN YOU'RE NOT SO HOT!

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64

FULL PRICE GAMES

Wot a surprise, Teenage Misshapen Tedious Toads has romped straight into the number one slot. Still at least the game wasn't bad. Unlike NARC which has shot straight in at number five, what on earth are you people doing? The laughable Gazza 2 crept into position 15 but won't stay there long if our review is anything to go by (which of course it is). Robocop and Kick Off are still clinging on at numbers 19 and 20 respectively after a deservedly long run near the top. So there you go, two non-movers, seven new entries, two on their way up and nine sliding down the chute.

1	(–)	**TEENAGE TURTLES**	Mirror	*CF* Power Rating 70%
2	(1)	**HOLLYWOOD COLLECTION**	Ocean	
3	(1)	**GOLDEN AXE**	Virgin	*CF* Power Rating 88%
4	(10)	**DIZZY COLLECTION**	Code Masters	
5	(–)	**NARC**	Ocean	*CF* Power Rating 66%
6	(–)	**TOTAL RECALL**	Ocean	*CF* Power Rating 81%
7	(–)	**ROBOCOP 2**	Ocean	*CF* Power Rating 90%
8	(1)	**SHADOW WARRIORS**	Ocean	
9	(=)	**I.S. SUPER OFF-ROAD RACER**	Virgin	*CF* Power Rating 65%
10	(6)	**MIDNIGHT RESISTANCE**	Ocean	*CF* Power Rating 80%
11	(–)	**BIG BOX**	Beau Jolly	
12	(6)	**WHEELS OF FIRE**	Domark	
13	(12)	**BACK TO THE FUTURE 2**	Mirrorsoft	
14	(6)	**TURRICAN**	Rainbow Arts	
15	(-)	**GAZZA 2**	Empire	
16	(6)	**EMLYN HUGHES SOCCER**	Audiogenic	
17	(=)	**F16 COMBAT PILOT**	Digital Integration	
18	(–)	**RAINBOW ISLANDS**	Ocean	
19	(7)	**ROBOCOP**	Ocean	
20	(7)	**KICK OFF**	Anco	

BUDGET GAMES

The Quattro jobbies are still doing fairly well while the appalling Guardian Angel has shifted up ten places (Does anyone listen to a word I say? – RF). Paperboy from Encore ousts Out Run from the number one spot after three months while Kixx' other offerings, namely California Games and Barbarian 2 also take a day trip to plummet city. The classic Silkworm shoots in at number ten (so that's who was responsible) and if there's any justice should rise again next month. So who went down the dumper? Daley Thompson, Salamander, pro boxing, the list goes on...

1	(1)	**PAPERBOY**	Encore	
2	(2)	**TARGET RENEGADE**	Hit Squad	*CF* Frame Rate 70%
3	(=)	**QUATTRO ADVENTURE**	Code Masters	
4	(–)	**KWIK SNAX**	Code Masters	
5	(10)	**GUARDIAN ANGEL**	Code Masters	*CF* Frame Rate 35%
6	(–)	**OPERATION WOLF**	Hit Squad	*CF* Frame Rate 88%
7	(1)	**QUATTRO ARCADE**	CodeMasters	
8	(7)	**OUT RUN**	Kixx	*CF* Frame Rate 75%
9	(=)	**RUN THE GAUNTLET**	Hit Squad	*CF* Frame Rate 45%
10	(–)	**SILKWORM**	Mastertronic	*CF* Frame Rate 83%
11	(9)	**RASTAN**	Hit Squad	
12	(5)	**QUATTRO COMBAT**	Code Masters	
13	(–)	**PLATOON**	Hit Squad	
14	(–)	**WEC LE MANS**	Hit Squad	
15	(–)	**DOUBLE DRAGON**	Mastertronic	
16	(11)	**SUPER HANG ON**	Hit Squad	
17	(5)	**CALIFORNIA GAMES**	Kixx	
18	(–)	**PREDATOR**	Hit Squad	
19	(1)	**BARBARIAN 2**	Kixx	
20	(–)	**RENEGADE**	Hit Squad	

CHART TALK

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, 🟥 means it's on its way up, means it's on its way down, 🟪 means it hasn't moved, and 🟨 is a new entry (or it has re-entered the charts, jammy thing!). Those games lucky enough to have been reviewed by the *CF* team have their Power Rating next door, so you can see how it scored – and whether it deserves to be where it is!

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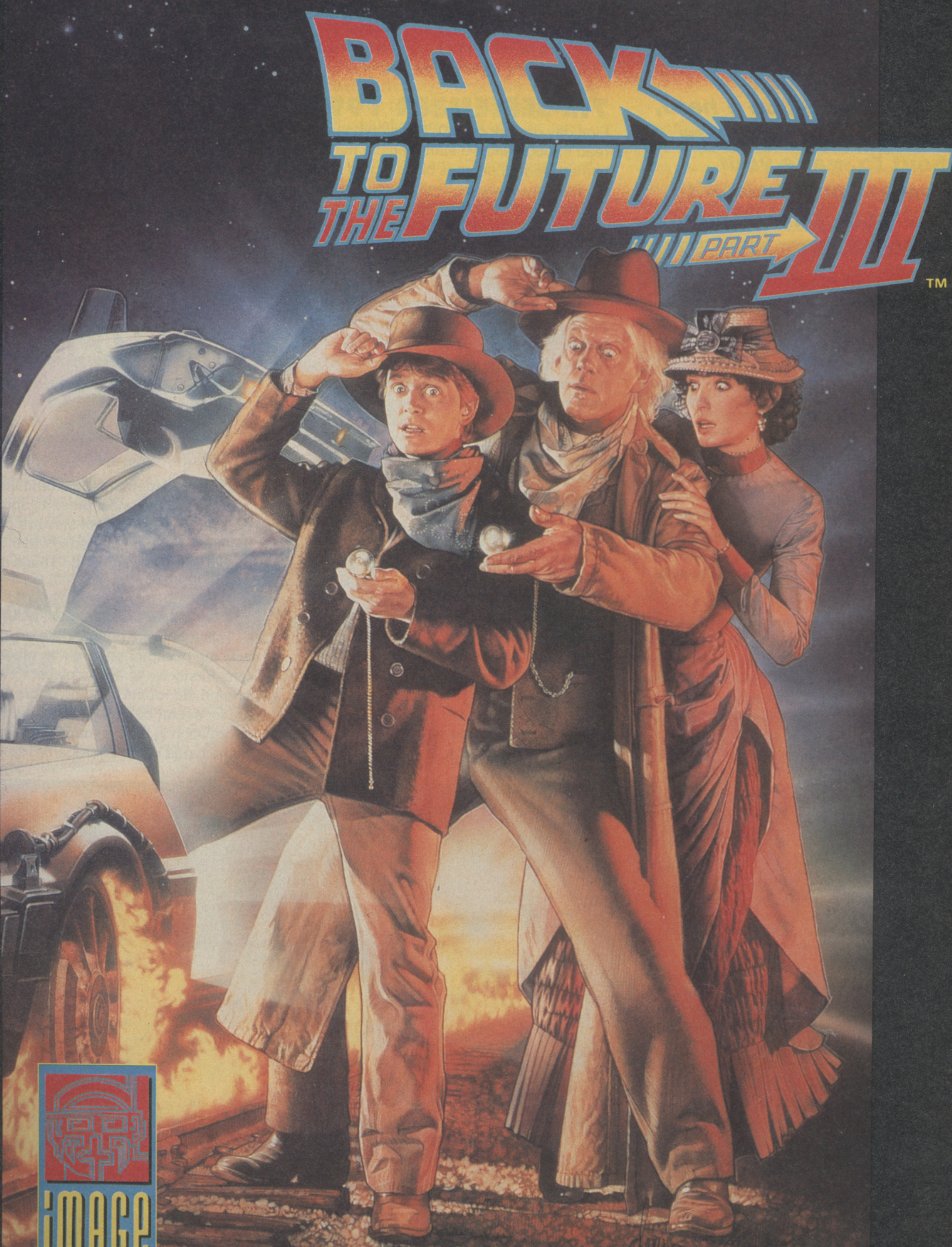
COMING SOON...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HEROQUEST

EARLY WARNING! SPECIAL
SPECIAL

So you wanna be a hero, huh? Well, Gremlin are about to make your dreams come true with their C64 conversion of the MB/Games Workshop fantasy role playing board game, HeroQuest. Grab your trusty sword and prepare for battle...

C64 *HeroQuest* is being coded by David Vout – one member of the programming team 221B, who previously worked for Teque Software Development Ltd on projects such as *Prison*, *Space Harrier 2*, *Passing Shot* and *Klax*. (221B Baker Street was the address of fictional super sleuth Sherlock Holmes.) When we asked David for some *Heroquest* info he gave us a complete diary of events! Take it away David…

AUGUST 1990

We met Gremlin and were given a copy of the boardgame to storyboard from. The month is spent playing it and storyboarding until we are totally happy with it. Finally we present the storyboard and sign the contract.

7th SEPTEMBER 1990

First day of work on *HQ*. The storyboard is read through and we start memory mapping. Immediately it becomes obvious that on the 64, memory and speed will be the biggest problem. I decide that the best approach will be to use multicolour bit map mode with software sprites for characters, front doorways and so on.

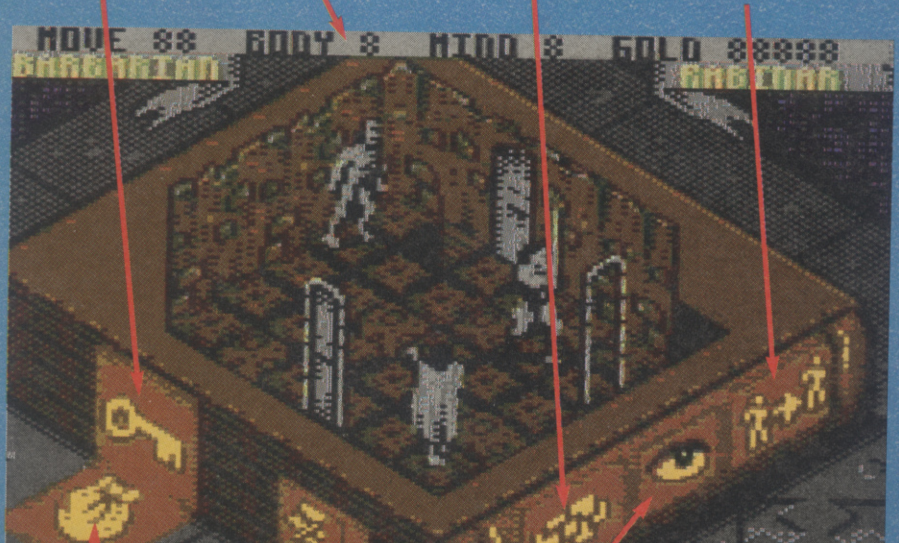
Because of the time taken to draw all the sprites I have to use a flip screen technique and this means using 16K in screen RAM, a further 2K in video RAM and 1K colour RAM.

The sprites require approximately 4K putback space (used to store the background data before drawing a sprite onto the screen, and hence when removing the sprite from the screen the putback data is simply 'put back' over the sprite). This allows enough room for 34 sprites of 3 x 5 characters, which actually represents 17 sprites on two screens. The rest of the memory is saved for code and data, quantities becoming apparent as the game takes shape.

The first month is spent writing floor plotting, screen drawing and sprite plotting routines. Every time a floor tile is drawn, enemy and floor maps are checked for monsters, furniture, walls, doors, traps etc and if present, sprites are set up. Once all visible floor tiles are plotted then the sprites can be plotted in order of back to front, left to right priority. That's the plan...

OCTOBER 1990

This month we concentrate on interacting with the background and with other characters. Firstly we enable a player to walk around the rooms opening doors and searching for secret doors and treasure. This information is held in maps and corresponds to the cards in the boardgame, so when trea-



Click here to open doors

This panel shows your current status, number of moves remaining and so on

Click here to bring up a map of the whole maze

Wanna start a fight? Click here for a pummelling

Er... not too sure about this one. Could be Cast Spells

If you want to change weapons, this is where you go

This eye-con (groan) is used to Search

Click on these arrows to move

HEROQUEST THE GAME

The computer game is as close as possible to the boardgame. One to four players can play taking the roles of the Barbarian, Wizard, Elf and Dwarf. The computer plays the Dungeon Master (evil wizard Morcar) and moves last.

There are 14 scenarios to play through, from a simple maze filled with orcs, to finding kidnapped Sir Ragnar, killing his kidnapper and defeating the witch lord with the quest treasure Spirit Blade.

To prevent you succeeding in your quest the evil wizard sets out traps and any number of monsters from orcs to chaos warriors. Wandering monsters can called up by an untimely search in the wrong place!

Every scenario has a different layout with hidden doors leading into passages which serve only to confuse the unwary traveller. You are helped by a map that fills in as and when a location is visited.

At the end of each scenario a player may buy equipment and save his character to be reloaded again and again. 221B are already exploring two expansion packs for HeroQuest: *Return of the Witch Lord* and *Kellars Keep*, filled with new traps and tests for the experienced quester.

sure is searched for, a number is pulled from the map and this is used to access the correct treasure card. Bingo.

Once completed we then have to be able to attack monsters found in the rooms. On the 64 I decided to have a set animation sequence for a successful attack and one for a miss. When fighting in the boardgame the player throws a number of dice to attack and the evil wizard player throws a number of dice in defence – the difference being the number of body points lost. The 64 uses the same principle but instead of showing dice being thrown, a sequence is played depicting a hit or a miss.

NOVEMBER 1990

This month we put in the artificial intelligence (AI), possibly the hardest part to do. The problem with AI in this type of game is emulating the dungeon master (the Evil Wizard player).

A human is capable (well most are) of making very complicated decisions based on a number of factors. To emulate this and cover all probable areas of play is impossible so a fine balance is needed. For instance, if a monster is placed in front of a door, he's there to guard it. If a player enters a room and then leaves, does the monster follow him and attack or stay guarding the door?

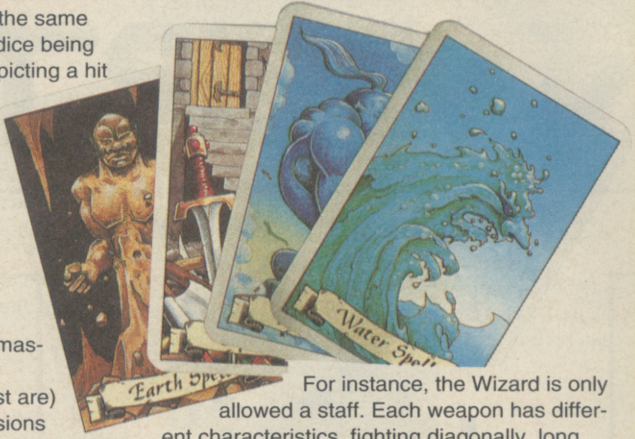
DECEMBER 1990

We now have a working game with only a few features missing. Eventually, these are added over the coming months. I'm now faced with memory problems so my first task is to reclaim memory, not easy!

I finally decide to remove some lines of the screen as each line is 320 bytes on two screens = 640 bytes per line.

Christmas arrives and we are all working at home for the holiday period (*sure – Ed*). On Christmas day, *PDS* (the *Programmers' Development System* by PD Systems Ltd running on a 286 PC 16MHz) displays the message 'Working on Christmas day, ukk!' And on New Year's day it displays the message 'Happy New Year'. There's proof I worked all through Christmas (*okay, we believe you – Ed*).

This month is almost totally taken up with spells, potions and weapons. (*Isn't it always? – Ed*) There are 12 spells and seven potions and most of them have different effects. Each can be cast on monsters or players who have to be within line of sight. Some effects take place immediately, some wait until the next go. There are seven weapons available, but not all the characters are allowed to use them. For instance, the Wizard is only allowed a staff. Each weapon has different characteristics, fighting diagonally, long range, close up and so on.



There are also four pieces of armour each of which is different, and finally there are five quest treasures to be found in the dungeons as you play each scene. These treasures have various uses and in some cases are the only things able to kill certain monsters.

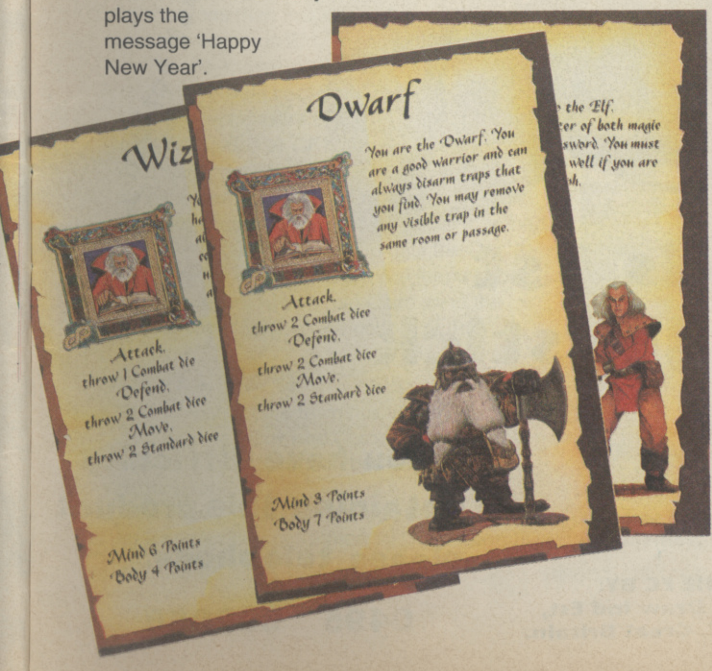
JANUARY 1991

This month is spent taking at the look of the game and tidying bits and pieces. Some features have been altered and the ones left out have been added, for instance there are now rock, spear and pit traps scattered about the increasingly deadly dungeon.

The rest of the month is spent writing the set-up scenario, shop and set-up character routines. The shop is where you can buy weapons and armour with the hard earned gold gained in a scenario.

'Create Characters' enables you to select the characters you wish to play and their names. One player can take either one player or all four.

The player may save and load his character details. 'Set-up Scenario' allows you to choose which scenario to enter and then loads the level data and gives you your instructions.



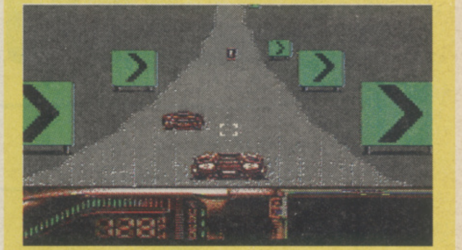
FEBRUARY 1991

February should see the final stages of play testing at Gremlin and bug removal. (*Hoorah! – Ed*) **Coming Soon! A playable demo of *HeroQuest* the computer game and a full review – only in *CF*!**

SNIPPETS

● TURBOCHARGE

When System 3 released *Vendetta*, the game was met with much praise – especially the driving section, which was merely intended as an in-betweeny bit. Gosh, thought System 3, if driving games are so popular, why don't we do one? So they did. And from the early demo we've seen it could be a goodie.



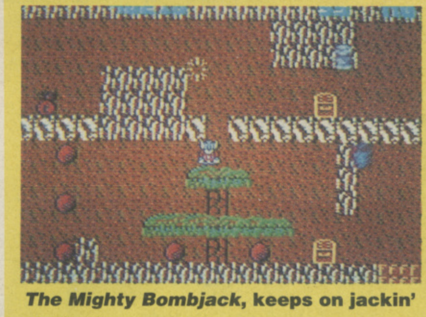
***Turbocharge* – taking a quick dip**

The plot goes thus: you're an officer of a drug enforcement agency on the trail of *smoooth* criminiminals... (er, sorry. Slipped into Michael Jackson mode there for a second). Anyway, you race across country battling the mobile drug pushers, blasting cars and generally having a whale of a time.

That's it for now – more news as and when...

● MIGHTY BOMBJACK

We haven't shown you a C64 screenshot before, so here's one we prepared earlier. This latest Bombjacking exercise takes place over huge scrolling levels where BJ has to avoid the baddies, collect the dosh and keep on going. There are plenty of tricky bits to get stuck on and a few bonus levels thrown in for good measure.



***The Mighty Bombjack*, keeps on jackin'**

Tune in for a full review next issue. So there.

● ACTION REPLAY

The splendiferous Action Replay cartridge is currently undergoing a small redesign to stop people ruthlessly pirating software with the device. From now on, any games copied are security coded so that they will only run when the same cartridge is plugged into the C64.

It won't stop 'professional' piracy but it will certainly stem the flow of 'amateur' thievery.

● GREMLINS 2

At long last, Elite's C64 version of *Gremlins 2* is starting to take shape.

The location is Clamp Plaza – home of dubious genetic engineering. Gizmo's offspring are currently running riot in the building, interfering with experiments, becoming mutated and indulging in an orgy of mischief and destruction.

As you thread your way through Clamp Plaza, you can collect icons (like Rambo Gizmo), combat

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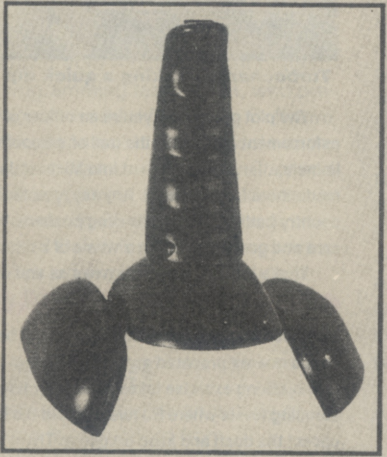

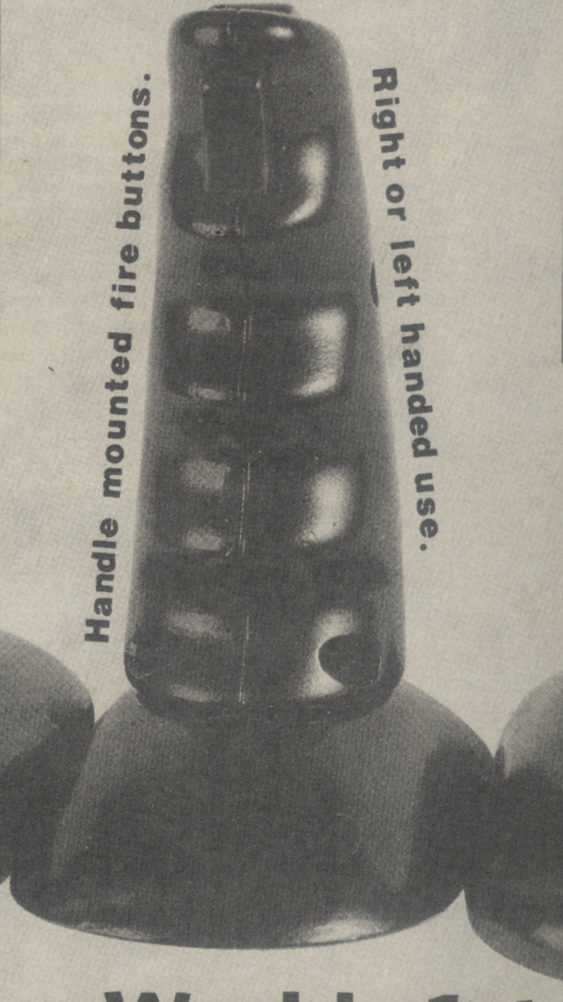

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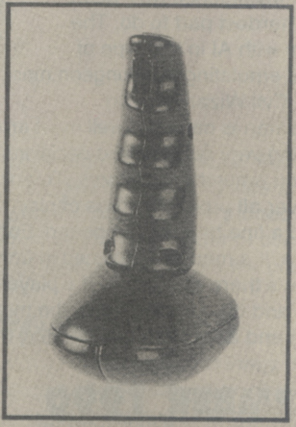

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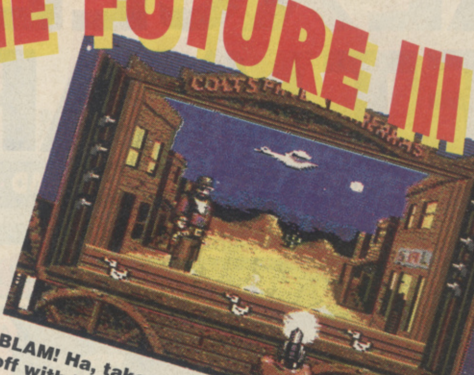
BACK TO THE FUTURE III

After the mixed reception given to BTTF 2, Mirrorsoft get a second bite of the Delorean in this final chapter of the time-travelling trilogy



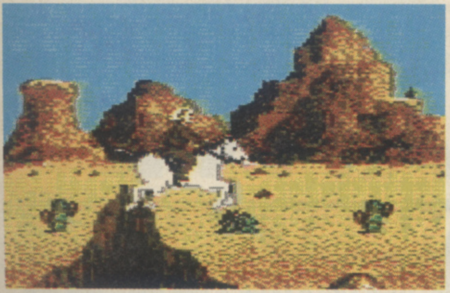
BLAM! Ha, take that you duck, you! Marty shows off with his six-gun toting abilities

Back To The Future III the movie was less complex than number two, but is still too convoluted to describe in any detail – suffice it to say that it's set in the old west, there's a fair amount of pelting around on horseback and shooting, plus all that 'just making it in the nick of time' so beloved of the BTTF pics.

The C64 version, being written by Simon Nichol of *Mega Apocalypse* fame follows the plot fairly closely. Er… like this:

LEVEL ONE

The Doc is off riding the one day when he spots a runaway horse-drawn buggy, running away with the gorgeous schoolteacher Clara. Doc, being the true hero that he is, gallops off in hot pursuit and right into the first scrolly level. This section is split into horizontal and vertical scrolling sections, in which you you have to guide Doc plus horse across the prairie landscape, ducking the flying objects and jumping ravines and other hurdles. If you don't jump in time the horse, (which has better reactions than the Doc) slams on the brakes and sends Emmet Brown flying.



Talented Doc shows off his not-falling-down-the-ravine talents on level one

This alternates with a vertically scrolling *Gunsmoke*-style section where the Doc trots through the crossfire of warring indians and cavalry (no-one at *CF* remembers this bit in the movie, but who are we to complain?). Anyway, the Doc takes a few potshots of his own and tries to keep body and soul together.

These two sections swap until the Doc a) reaches the buggy where Clara leaps into Doc's arms, or b) poor old Clara joins the wooden wreckage at the bottom of the cliff.

LEVEL TWO

On the night of the town hoe-down, Marty accompanies Doc and Clara (who have fallen in love and are intent on barn-dancing the night away).

Meanwhile, Marty has a go on a sideshow shooting gallery presented by Colt Firearms to show off their wares. Taking the role of Marty, this is your chance to display your prowess with the six-gun. There are lots of moving targets such as ducks and geese, plus pop-up baddies which, it has to be said, pop-up in a very convincing fashion. There are also a few visual gags when your shots go off target and hit the scenery! Oops, never mind.

LEVEL THREE

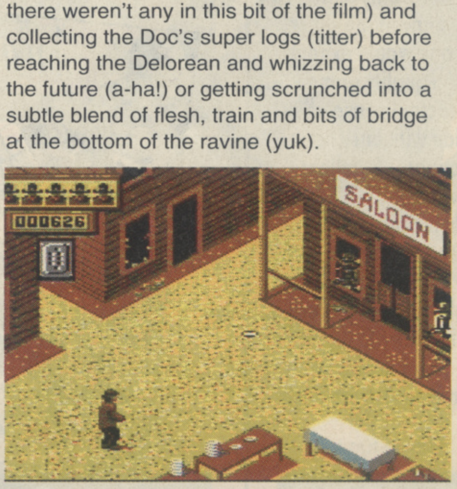
As the evening wears on, things turn sour when Biff's wild-west predecessor – Mad Dog Tannen – ambles into town looking for trouble. Marty ends up in the thick of it (surprise, surprise) and having nothing to defend himself with snatches up a pie dish and lobs it, Fridbee fashion, at the baddies.

So ensues a pie throwing shoot-out section in which Marty must defeat wild west Biff and his cronies. Marty's targets appear at windows and doorways and have to be splatted in true Carry On fashion. Marty collects pie plates from the table and, with some deft joystick moves, can even curve a few plates.

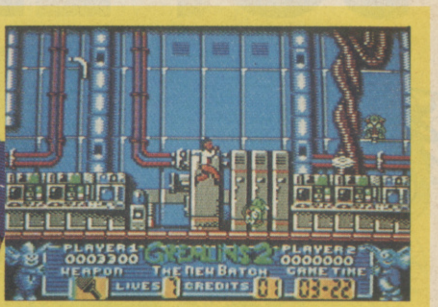
LEVEL FOUR

The game's climax (see, told you) is provided by the mad dash against time (and an approaching cliff) where the fuel-less Delorean is pushed along on rails by a stonking great wild west loco.

As the train scrolls along, Marty jumps from carriage to carriage (or 'cars' as they're called in the states), jumping and ducking obstacles, shooting baddies (even though there weren't any in this bit of the film) and collecting the Doc's super logs (titter) before reaching the Delorean and whizzing back to the future (a-ha!) or getting scrunched into a subtle blend of flesh, train and bits of bridge at the bottom of the ravine (yuk).



On level 3, Marty displays his pie-case throwing abilities. Very able, these time travellers



Billy meets his match in *Gremlins 2*

any gremlins you meet (using such varied weapons as telephones, torches of varying destructive power and genetically modified tomatoes!) and collect the necessary items to save New York from a fate worse than Rocky VI.

● OCEAN'S NEW WAVE

After their mammoth Christmas rush, Ocean have settle down into a lower gear. However, they still have some juicy product lined up. The next coin-op conversion should be *Toki* – platform japery with Toki the ape.

The epic 3D tank combat game *Battle Command*, which is currently receiving rave reviews in the 16-bit mags is being converted for the C64. Watch this space for an exclusive preview!

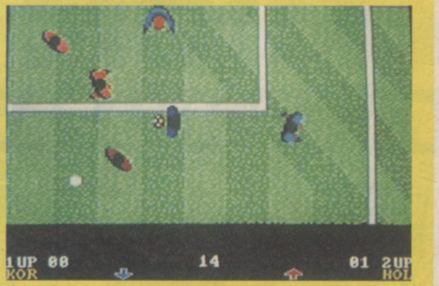
The latest arcade escapades of the Dragon brothers, Billy and Jimmy Lee, is being converted to C64 cartridge for Ocean, by Imagitec Design. Er… and that's all we know !

● MORE CREATURES

Plans for *Creatures 2* are already afoot, based upon the wonderfully gruesome torture screens of Creatures. It's morally unsound, but gets the thumbs up from *CF*!

● SEGA SOCCER

Footy games have taken a bit of a turn for the worst recently with *Gazza II* and *Trevor Brooking's World Cup Glory*, so hopefully Elite can breathe some life back into the sport with their conversion of Sega's *World Championship Soccer*. This is a straightforward kick about with human versus human, or human against the wily old 64 (well, at least it doesn't cry...) in competition for the World Championship. Makes sense.



***World Championship Soccer* on the C64**

● TOYOTA C64

Following the success of *Lotus Esprit Turbo Challenge*, Gremlin have just announced that they will be doing a C64 version of *Toyota Rally*, which blew 16-bit reviewers away. That's fine by us.

● SYSTEM 3 SIX-PACK

System 3 are about to release their first compilation, the Premiere Collection. Cast your peepers over the contents: *Myth*, *Ninja Re-Mix*, *International Karate*, *Last Ninja*, *Dominator* and *Flimbo's Quest*: £14.99 cass, £19.99 disk. Out by the time you read this.

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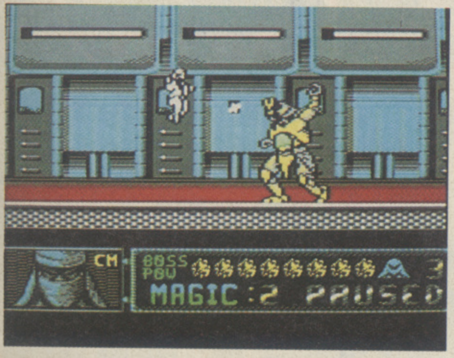
SHADOW DANCER

Continuing with US Gold's Sega licence deal comes the coin-op conversion of Shadow Dancer – pretty much a One Shinobi And His Dog sort of affair...

Mister Dancer and his canine companion have to stop an evil terrorist attempt to blow up the latest space shuttle. Of course in true Ninja style, Shadow is forced to take an incredibly convoluted route to Cape Canaveral, so the game is spread over five missions (each loaded separately) containing three levels – two scrollers plus an end-of-mission guardian.

Dancer and dog go walkies through a variety of locations and hazards. Starting from an airport, they make their way (via a short air trip) to a railway, along the top of a moving train, into the enemy's underground complex (complete with waterfall) and finally to the shuttle launch site and the spaceship itself.



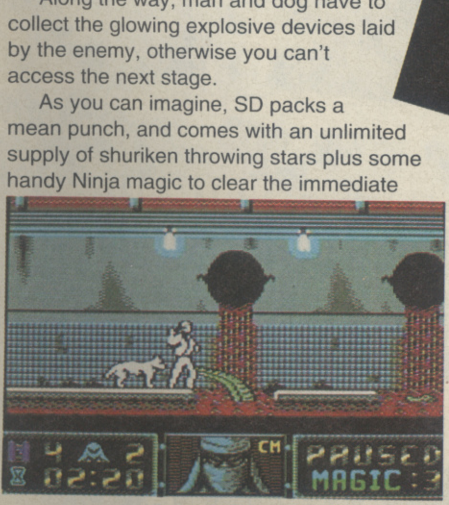
A mother of an end of level baddie. When these guys get hit, they get mad

Once the final baddie is despatched (Ninja monkeys controlled by some girlie with extraordinary mental powers!) there's a nice end sequence which loads in, showing... well, you'll have to find that one out yourself.

Most of the scenery is pretty true to the arcade and comes with a neat line in parallax scrolling. Very tidy.

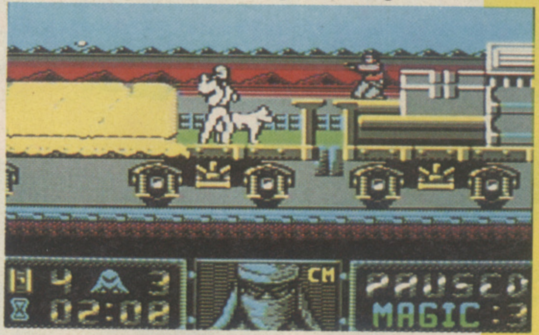
Along the way, man and dog have to collect the glowing explosive devices laid by the enemy, otherwise you can't access the next stage.

As you can imagine, SD packs a mean punch, and comes with an unlimited supply of shuriken throwing stars plus some handy Ninja magic to clear the immediate area of any enemies without all that dangerous leaping around and throwing business.



Down in the sewers. No turtles, but is that an alligator's tail or wot?

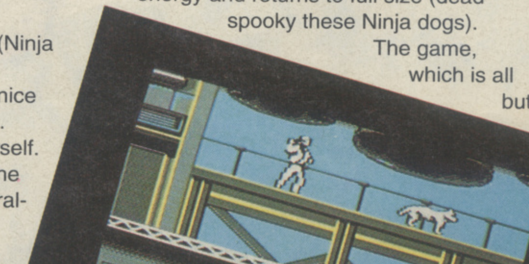
Occasionally Shadow finds himself up against a cunning opponent who insists on hiding behind boxes and stuff. This is where Ninja Fido comes into his own. Hold the fire button down and the pooch goes pelting across the scenery, pausing only to savage said baddie around the fleshy parts. The baddie, suddenly disturbed by gnashing teeth and slavering jaws, tries to fend Fido off, stands up and immediately cops a shuriken for his troubles (well he does if you're doing your job properly). Fido then trots back to his master's side and the mission can continue.



If you think British Rail is bad, try getting to the buffet car on this is end-of-level guardian (or should that be guard's van?)

However, set Fido on one of the bigger enemies and the poor thing gets a duffing up, whereupon he comes running back, puppy-sized and pretty useless. Luckily, it only takes a few seconds before he replenishes his energy and returns to full size (dead spooky these Ninja dogs).

The game, which is all but finished, has been coded by Jon Williams, the man responsible for the *Pig Tales* game on PowerPack 2 and the *Knight Games* games. The graphics have been done by Steve Bedser, the chappie who did such a marvelous job of *BTTF II*, *Chip's Challenge* and *The Hunt for Red October*.



SD at the launch site. And a few more baddies to get!

Shadow Dancer only just missed out on a PowerTest this issue, so you can bet your Nunchukas there'll be a full review in *CF7*! In the mean time, practice on our demo!

● CES SHOW REPORT

***CF* sent John Minson off to sunny Las Vegas for the low-down on the CES...**

Q: What's got bleary eyes, sweaty armpits and 160,00 aching feet? A: The crowd after the first day of the Las Vega Consumer Electronic Show.

Three huge pavilions are devoted to computer games, though this being America one is dedicated to Nintendo (ptui!) and creeping consolitis infects the other two. But at least some software houses demonstrated their good taste with C64 software.

Capstone was most bodacious thanks to *Bill And Ted's Excellent Adventure.* This arcade adventure copies the cult film's plot as the two airhead heroes attempt to complete their class history project by kidnapping several historical figures and luring them back to the local mall, thereby avoiding military school and a career as a cleaner at the local burger joint.

SSI announced their latest *AD&D* game, *Death Knights Of Krynn* – sequel to *Champions Of Krynn.* It starts during victory celebrations when undead Sir Karl crashes the party on his Death Dragon, stealing a Dragonlance. And guess who has to retrieve it?

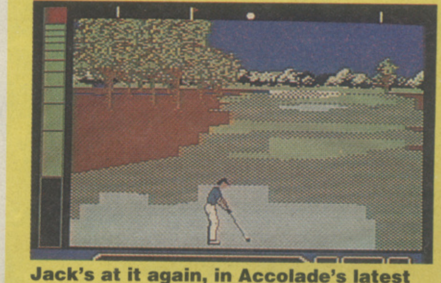
Characters automatically start at the eighth level and can rise to 14th level or 18th if they're thieves. For the first time in these *AD&D* games, belongings can be transferred from previous adventures.

On a more serious note, history professor Martin Campion has written SSI's *Medieval Lords*, a strategic military, political and economic warfare simulation set in the Middle East and Europe from 1028 to 1500 AD. You have to maintain the balance of power at home while subverting enemy provinces. One to six humans can play with up to ten computer characters – sounds impressive!

More role playing antics are due from Electronic Art's newest affiliate, Mindcraft, in the shape of *The Magic Candle* and *The Keys To Maramon* . Both titles sound like they're heavy on the magic and combat.

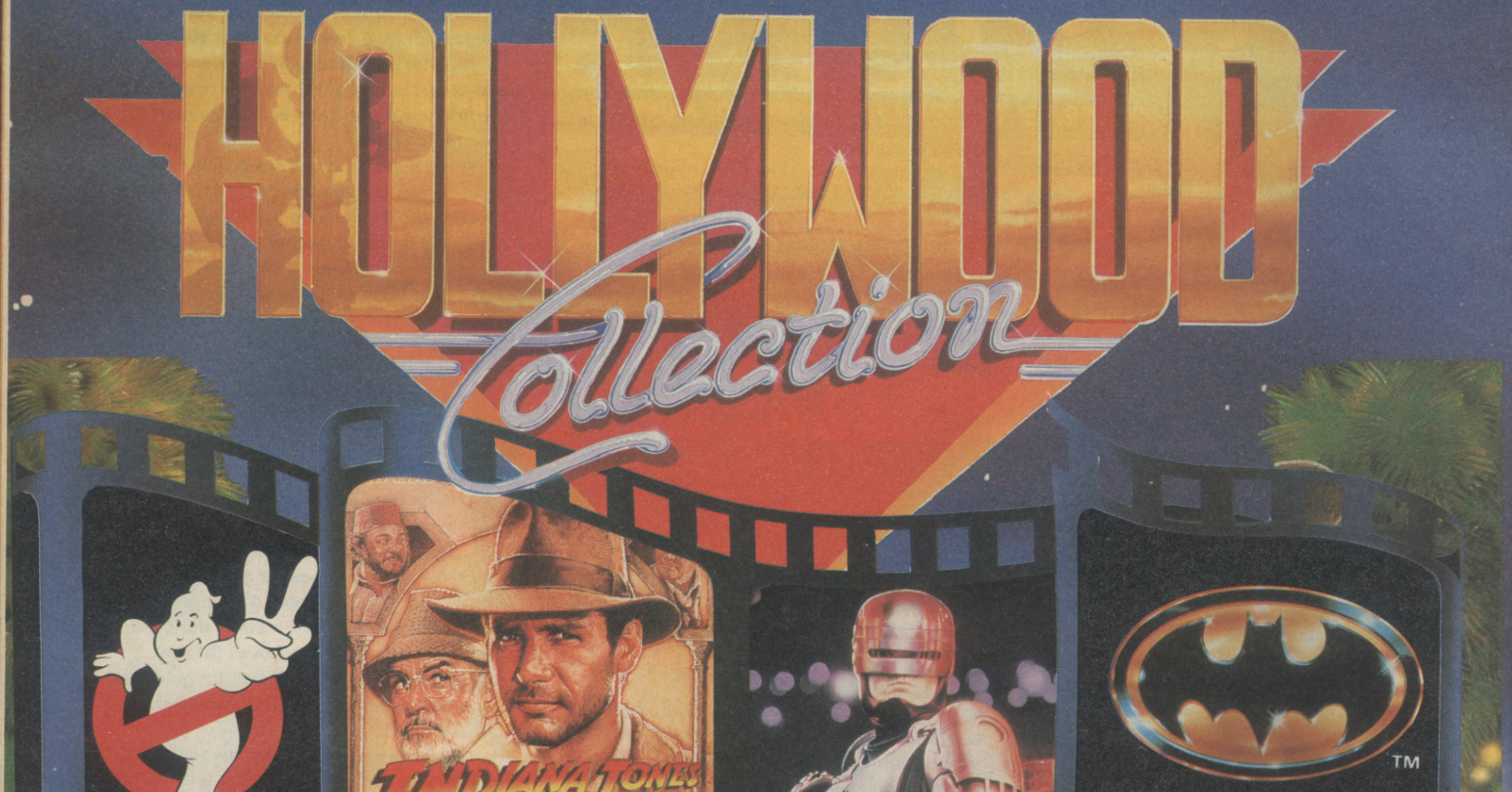
Finally Accolade have the snappily-titled *Jack Nicklaus Presents The Great Courses Of The US Open*, the fourth add-on disk for its golf simulation. Locations include California's famous seaside Pebble Beach; Oakmont in Pennsylvania, and New Jersey's Baltusrol with its fourth hole described by old Golden Bear himself as, 'One of the most diabolical ever made'. Gosh!

The disk is fully compatible with both of Accolade's *Jack Nicklaus* golf games.



Jack's at it again, in Accolade's latest extra course disk, *JNPTGCOTUSO* (!)

THE COMPILATION PACK OF MEGA STARS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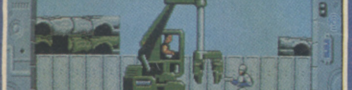

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GHOSTBUSTERS II

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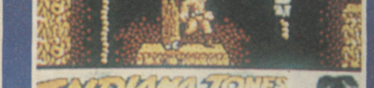
INDIANA JONES



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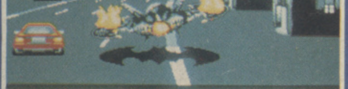
BATMAN



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Got a game that's giving you gyp? Playing a shoot 'em up that's proving too sticky? Fear not, help is at hand!

GameBusters

Yes folks! Our new improved tips an hints section is brought to you by the old and as-crap-as-he-always-was Andy Dyer. Take it away Andy...

This month's *CF* is practically riddled with Ninjas of varying shapes and sizes so you can rest assured that these tips pages are guaranteed Ninja free. However, in the true 'one month after the event' spirit of Game Busters, we'll be having the full solution to *The Last Ninja* next issue. Anyone with spiffy maps or written solutions should get 'em in quick – there's money a-waiting!

But enough of that. What do we have lined up this issue? Well, we've got the final installment of our complete *Rick Dangerous 2* solution. We've stopped the clock long enough to tackle the torturous *Time Machine.* We fearlessly slap the cheek of *Summer Camp* and guffaw in the face of *Golden Axe*'s adversity. To top it all off, we tweak the nipple of *Night Breed*. Blimey, guv'nor, look at the tips on that!

Rick Dangerous revisited!

Don't believe everything you read in magazines (unless of course it's in *CF*). A few people have written in saying that a cheat they were given for *Rick Dangerous 2* doesn't work (*rather like the Cheats Ed – Ed*).

Try this: When you get on to the high score table type in this:

JE VEUX VIVRE

Remember it's vital that you include the full stop. If you've done all this correctly, you should be able to play with infinite lives.

If any of you cabbages are still wrestling with *Rick Dangerous,* try this helpful little code. On the high score table, type the following:

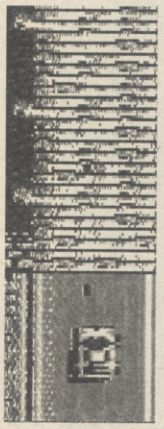
FLUFOMATIC

You can restart on the last level you died on. And I don't want to hear any more stuff about cheats not working or I'll sulk and not help you anymore (*he means it – Ed*).

Stop me and buy one!

Don't forget, those of you who send in the most delicious hints, tips, cheats or POKEs might be eligible for a £20 voucher redeemable in our Mail Order pages. So get cracking and send your offerings to:

GameBusters, *Commodore Format*, 30
Monmouth Street, Bath BA1 2BW



The Spy Who Loved Me

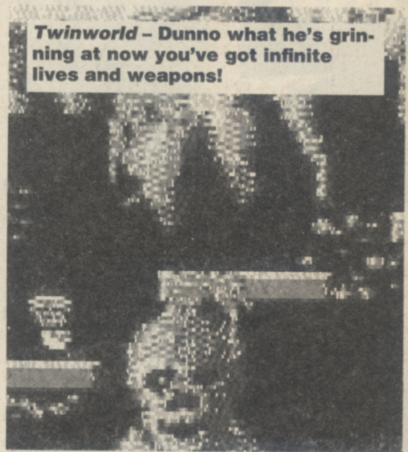
Enter and run the listing, then follow on-screen prompts to load the game with infinite lives and no sprite to background collision detection (useful or wot).

```
0 REM Cassette only cheat by H M Pugh 1991
1 FOR X=301 TO 348: READ Y: C=C+Y: POKE X,Y: NEXT
2 IF C=5487 THEN POKE 157,128 : SYS 301
3 PRINT "DATA ERROR"
4 DATA 32,44,247,32,108,245,169,67,141,158,3,169
5 DATA 1,141,159,3,76,81,3,72,77,80,169,103
6 DATA 141,226,199,169,54,141,227,199,76,131,198,169
7 DATA 165,141,188,17,169,173,141,55,17,76,27,8
```

Twinworld

Enter and run the listing below. Then follow the on-screen prompts to load the game with infinite lives and weapons. Mucho thanks to Martin Pugh for this little GameBusting gem.

```
0 REM Cassette only cheat by H M Pugh 1991
1 FOR X=288 TO 330:READ Y:C=C+Y:POKE X,Y:
NEXT
2 IF C=4974 THEN POKE 157,128 : SYS 288
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,49,141,239,2,169,1,
141
5 DATA 240,2,96,72,77,80,169,62,141,222,
192
6 DATA 169,1,141,223,192,76,0,192,169,173,
141
```



Twinworld **– Dunno what he's grinning at now you've got infinite lives and weapons!**

Miscellaneous Whit

Andrew Whittaker, purveyor of 'quality' cheats has sent us two succulent POKEs, the first of which can be used with any reset device while the second one is Action Replay cart only I'm afraid.

SHADOW WARRIORS

Load side one then reset the machine. Now enter any of the following pokes:

POKE 31185,173 – infinite time
POKE 35002,173 – infinite energy
POKE 34665,234 – infinite lives
POKE 15735,x – where x = start level

Next type SYS 4409 to restart the game. Then press Fire and flip the cassette to load the game with your choices.

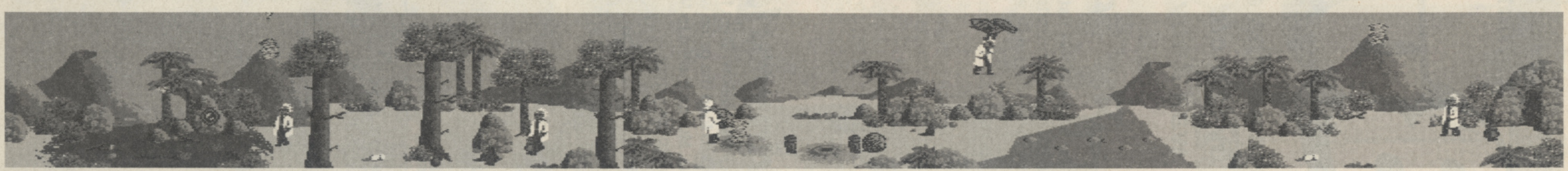
TEENAGE MUTANT NINJA TURTLES

At the start of level one, enter the Action Replay monitor and enter the following: POKE 14473,96. When you restart the game you'll have infinite energy. On the level where a timer is activated re-enter the monitor (after pausing the game) and enter: POKE 23063,173. Restart the game and with luck the timer will be defunct.

TIME MACHINE

THE COMPLETE SOLUTION

Mad scientist in nude time travel shocker! Okay so he's not mad...or nude for that matter. But he does travel through time. As we all know, a time traveller's lot is not a happy one, so if you're having difficulty 'ave a gawp at this lot



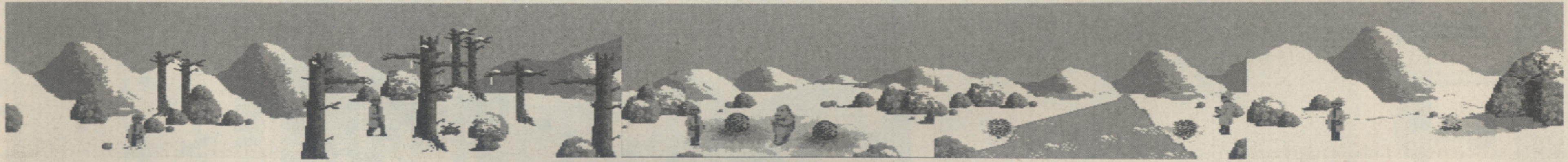
READ THIS FIRST

Read and inwardly digest. You have four pods at your disposal, each of which is assigned to an F key. Whenever you drop a pod make a note of the location and the F key, as it's all too easy to forget which pod is where and which key activates it.

CREATING ZONE 2

1) Your first job is to transport the mammals to the cave in 1.5. Go to 1.2 and place a travel pod there. Go to 1.5 on the Pterodactyl (see 'using the pterodactyl') and place another travel pod by the cave. Go back to 1.2 and stun a mammal with your beamer (ooh er). Stand next to the stunned mammal, when you're close enough as it'll appear in the look window, then transport yourself and the mammal to the pod in 1.5. Repeat this until you have a good number of mammals in the cave. You can have up to sixteen mammals in the cave at a time. You may transport mammals even after you have created Zone 2.

2) Go to 1.3 and block the geysers. Zone 2 now exists.



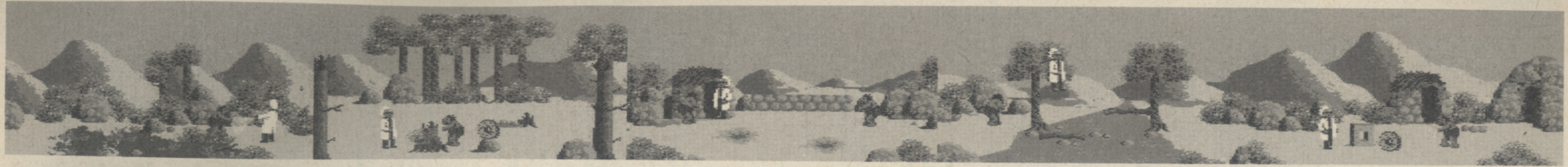
CREATING ZONE 3

1) Make a fire by the cave in 2.5 to keep the apemen warm (the fire will last longer if you make it in the green area). Place a pod by the cave . Go to 2.2 and find the pile of wood and transport it to 2.5. Go to 2.1 and stand in the middle of the screen on the solid patch. Change zones and go to 1.1. Transport the flame to 2.5 to ignite the wood. If the fire goes out don't worry, just re-ignite the wood.

2) Unblock the geysers to warm up the planet. The Yeti does not like a warm planet and will try to block the geysers again. You can feed him by transporting apples from 1.2 or fish from 3.4, this will keep him happy for a while. You should now have created Zone 3...

3) ...but there's more to be done. You now need to plant some seeds in 2.4, an act which proves vital for progress later in the game. Place a pod on the river bank (in the green area by the existing plants). Transport a falling apple from 1.2 and watch the little shrub grow. Now repeat this for the other river bank. You can now move onto the next phase of the task.

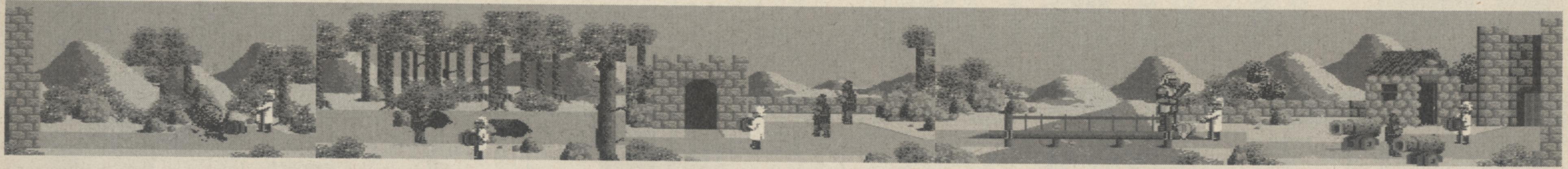
LEVEL 3.1



CREATING ZONE 4

1) Transporting of the round wheel from 3.2 to 3.5
If you have planted the seeds correctly in 2.4 then you should have trees growing in 3.4. If not, try again you saps. You need to break the branches of the trees to form a bridge. What's more you need the bridge to take the wheel across the river. And as if that wasn't enough the bridge is also needed in later zone(s). Use the pterodactyl in zone one and as you cross the river change to zone three at the appropriate place so that you would drop onto the branches. Repeat this tricky manoeuver for both branches. You can now take the wheel across the river to 3.5 making sure you drop it right next to the square wheel.
HINT: A quicker way of getting the wheel to 3.5 is to carry it to 3.3. Now enter the hut with the wheel. All other things being equal you should now have reappeared in the hut in 3.5. Now walk up to the square wheel and drop the round wheel next to it. Yo ho, things are looking good.

LEVEL 4.1

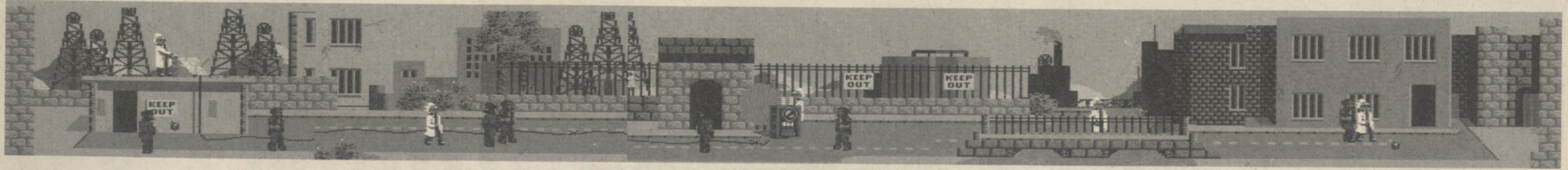


CREATING ZONE 5

1) Destroying Goliath
Get a powder barrel from 4.5. To avoid the cannon ball stand in the middle of the screen in 3.5 and change to Zone 4. Take the barrel to 4.4 and drop it as near to the right hand side of the bridge as possible. Place a pod near the barrel and wait for Goliath to get near the right hand edge of the bridge. Then use your beamer to ignite the barrel. This will cause Goliath to explode.

2) Revealing the oil source
Take another barrel from 4.5 and take it to 4.1. Drop it by the moving rock (this being the oil source). Place a pod near the barrel and ignite it to dislodge the moving rock thus revealing the oil source. (Don't forget you need to activate your beamer to ignite the barrel.) You should now have created Zone 5. We're nearly done so if there was ever a time not to screw up, it's now.

LEVEL 5.1



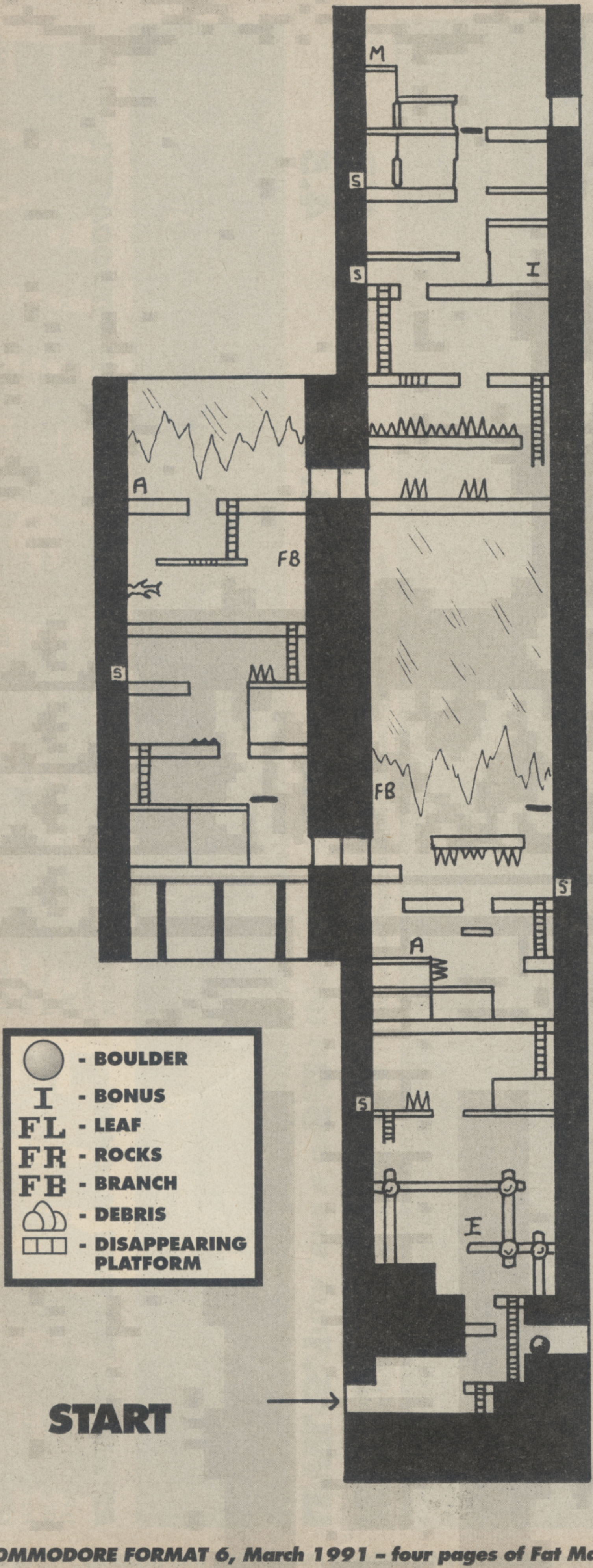
REPAIRING THE TIME MACHINE

1) Recovering the crystal unit for the time machine
Kill a few terrorists in 5.5 and wait for a bomb to appear. Transport this bomb to 1.1 by the rock with the crystal in it. Ignite the bomb to dislodge the crystal from the rock. You will find the crystal in the swamp if you search carefully for it. Place a pod in front of the time machine and transport the crystal to it.

2) Switching power to the time machine
There is a power switch on top of the building above the VID OIL sign in 5.1. Use the Pterodactyl to land on top of the building and beam at the switch to turn the power on and off. Make sure you put the crystal in the time machine before switching the power on. Now with the crystal in place and the power on all you have to do is get inside your time machine by walking around the back of it.

USING THE PTERODACTYL

At certain points throughout the game you'll need to use the Pterodactyl to travel around. Doing this couldn't be simpler. Travel to either 1.2 or 1.5 and use your beam on the white eggs. The pterodactyl will then appear and take you through the screens. Then all you have to do is press fire when you want to be dropped.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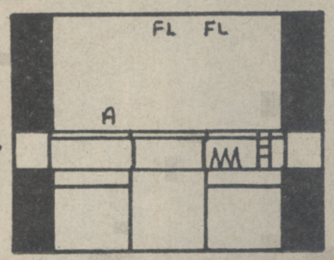
FL - LEAF
FR - ROCKS
FB - BRANCH
- DEBRIS
- DISAPPEARING PLATFORM

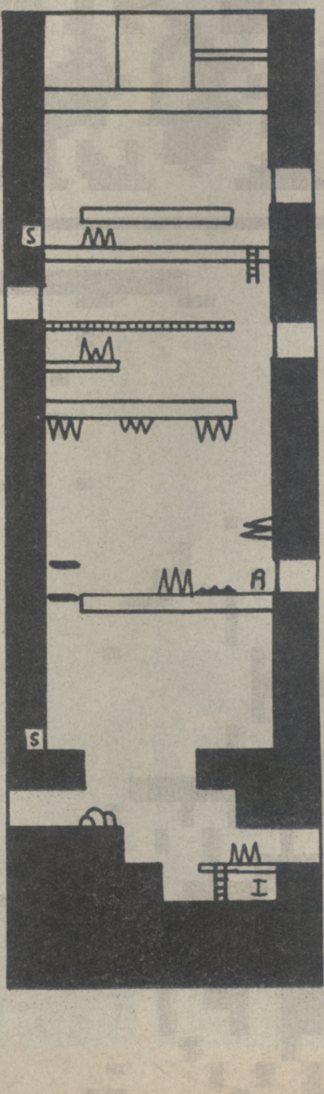


Andy Roberts, a chap pretty dangerous in his own right, takes us through the second part of his complete Rick Dangerous 2 solution

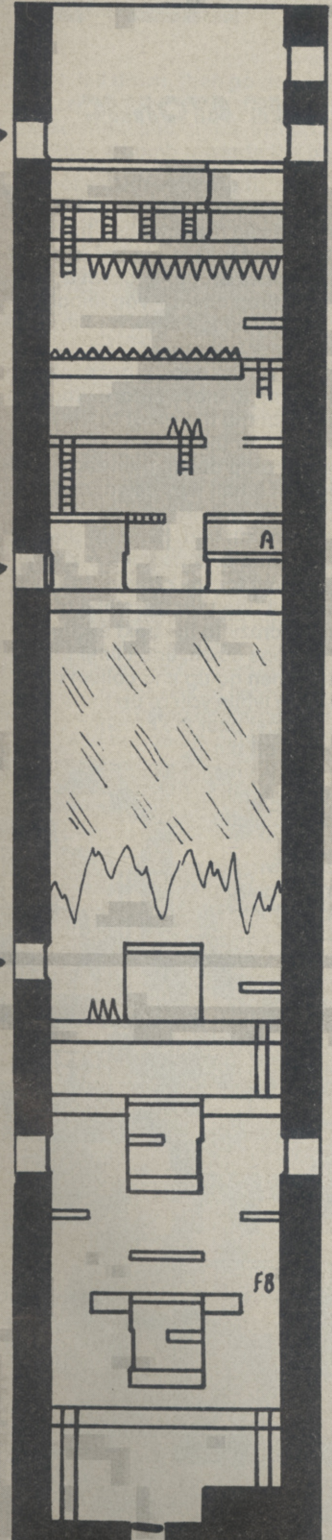
LEVEL 3 - THE FORESTS OF VEGETABLIA

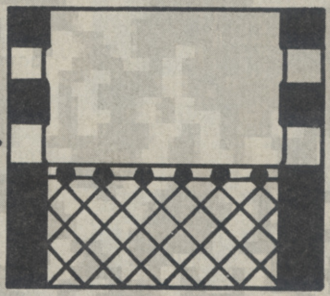
Before we start, when I say 'shoot David' it refers to the David Attenborough lookalike, and 'shoot Robin' refers to the Robin Hood-type character. So now you know.

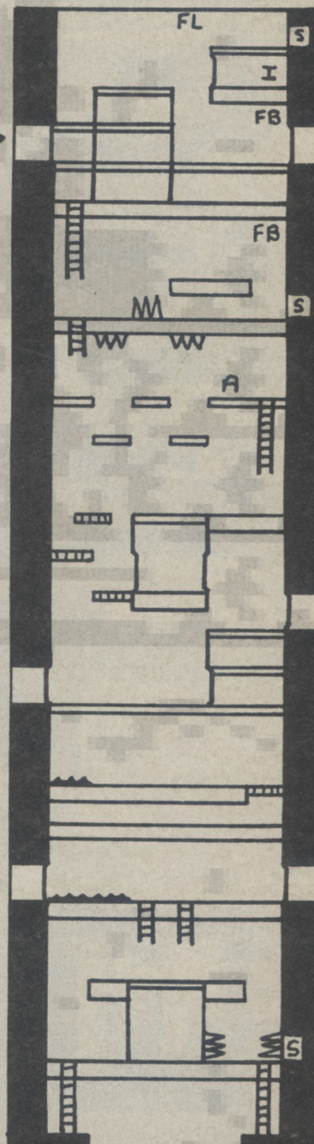
Right. This level has 4 possible solutions, but this one is by far the easiest (and shortest)... Shoot David and climb up the ladder (jump over the boulder). Climb up the bamboo, collecting the idol if desired, then crawl towards the ladder. When safe to do so, climb up the ladder and knock



RICK DANGEROUS 2 EVEN MORE TIPS!







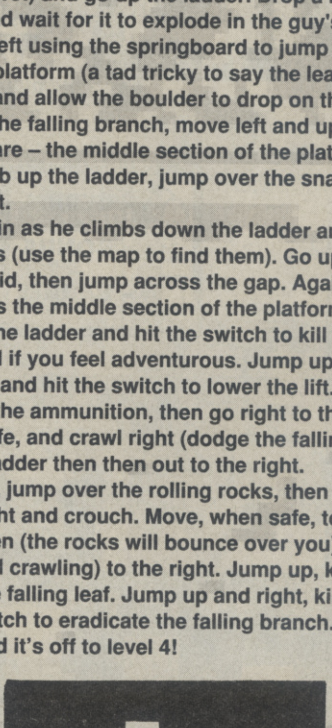
the switch to your left to remove the spikes. Jump the gap, kill Robin, and go up the ladder. Only masochists need collect the ammunition. Climb the ladder to your right then hit the switch to call the lift – get the falling branch, then head left into the next section.

Get off at the top, kill David, then drop down. Jump up and dodge the falling branch, then go-go-go left into the next section.

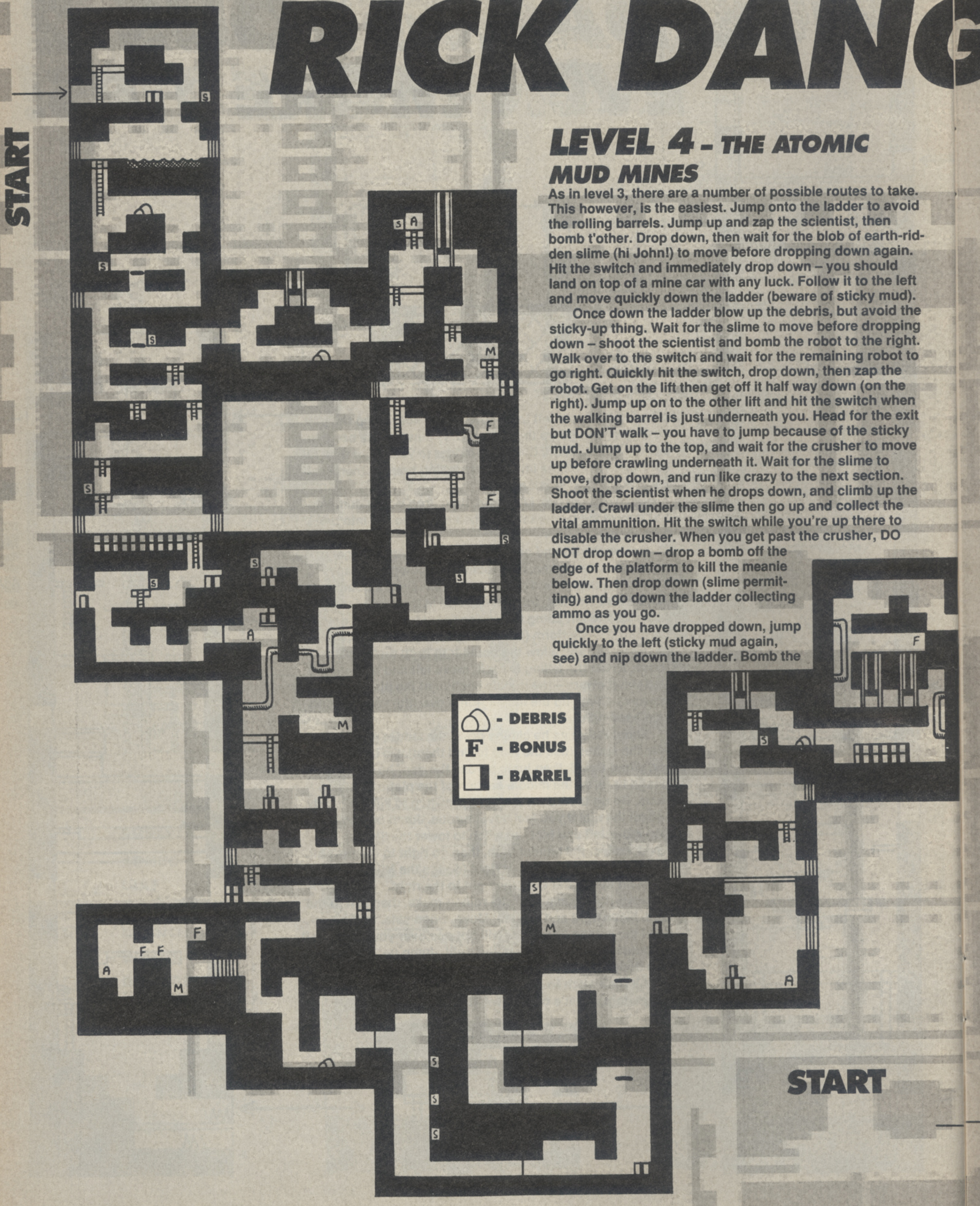
Get on the lift and get off it before you are savagely impaled on the spikes. Kill Robin (my apologies to any Robins out there!) and go up the ladder. Drop a bomb, move down and wait for it to explode in the guy's face. Jump up and left using the springboard to jump up onto the right side platform (a tad tricky to say the least). Move up the ladder and allow the boulder to drop on the platform above. Avoid the falling branch, move left and up onto the platform (beware – the middle section of the platform disappears). Climb up the ladder, jump over the snappy thing, then head right.

Shoot Robin as he climbs down the ladder and jump over the spikes (use the map to find them). Go up the ladder, shoot David, then jump across the gap. Again be careful here, as the middle section of the platform disappears. Go up the ladder and hit the switch to kill the baddy. Collect the idol if you feel adventurous. Jump up and right, then move left and hit the switch to lower the lift. Zap David, collect the ammunition, then go right to the next bit. Jump when safe, and crawl right (dodge the falling leaves). Go down the ladder then then out to the right.

Move right, jump over the rolling rocks, then exit to the right. Move right and crouch. Move, when safe, to the centre of the screen (the rocks will bounce over you). Then exit cautiously (still crawling) to the right. Jump up, kill Robin, then dodge the falling leaf. Jump up and right, kill David, and hit the switch to eradicate the falling branch. Then simply go right and it's off to level 4!



RICK DANG



LEVEL 4 – THE ATOMIC MUD MINES

As in level 3, there are a number of possible routes to take. This however, is the easiest. Jump onto the ladder to avoid the rolling barrels. Jump up and zap the scientist, then bomb t'other. Drop down, then wait for the blob of earth-ridden slime (hi John!) to move before dropping down again. Hit the switch and immediately drop down – you should land on top of a mine car with any luck. Follow it to the left and move quickly down the ladder (beware of sticky mud).

Once down the ladder blow up the debris, but avoid the sticky-up thing. Wait for the slime to move before dropping down – shoot the scientist and bomb the robot to the right. Walk over to the switch and wait for the remaining robot to go right. Quickly hit the switch, drop down, then zap the robot. Get on the lift then get off it half way down (on the right). Jump up on to the other lift and hit the switch when the walking barrel is just underneath you. Head for the exit but DON'T walk – you have to jump because of the sticky mud. Jump up to the top, and wait for the crusher to move up before crawling underneath it. Wait for the slime to move, drop down, and run like crazy to the next section. Shoot the scientist when he drops down, and climb up the ladder. Crawl under the slime then go up and collect the vital ammunition. Hit the switch while you're up there to disable the crusher. When you get past the crusher, DO NOT drop down – drop a bomb off the edge of the platform to kill the meanie below. Then drop down (slime permitting) and go down the ladder collecting ammo as you go.

Once you have dropped down, jump quickly to the left (sticky mud again, see) and nip down the ladder. Bomb the

GEROUS 2

robot, fall down, then go down the ladder and zap the guy. Drop down when safe, kill the scientist and hit the switch to remove the lift. Slide a bomb towards the barrel and wait for it to move – you must then use it as a stepping stone (cryptic, eh?).

Go left and drop down. Kill the 3 baddies, go up the ladder and hit the switch. Now head left into the next bit, not forgetting to jump over the barrel.

Jump up and crawl under the slime. Hit the switch to your left (wait for the sticky-up thing) then move right and down. Dodge the mud monsters and collect the ammo to the left, then kill the scientists and collect the bombs. Go down the ladder then kill the robot. Jump over the barrels and drop down. Jump over the mine cars (using the niches) and climb down the ladder. Zap the bad guy, then move right. Jump over the barrels and when they appear then drop down – nip into the bonus room for some goodies! Bomb the robot then go down. Bomb the pile of debris but be cautious – a mud monster is lurking just to the right of you.

Rick's on his scooter again for this section, and at the risk of repeating myself, the game is becoming incredibly difficult. Fall down and dodge the slime as you go (VERY tricky indeed). At the bottom there are three mud monsters with a gap between each one – you know what to do! This next bit is infuriating beyond belief! Wait for the barrel to roll past then nip up to the right. When the lift has dropped a rock to the left of you, move to the left (as it's about to drop a rock to the right). Move up using this technique, then shoot the two robots and exit. Go right, and weave your way past the flying saucers. Move right. The lift here only drops rocks in 4 different places. Observe it for a while and you should be able to get past it with relative ease. Move up, dodge the saucer, hit the switch and exit to the right.

Back on foot now. Drop down and prepare for a very difficult section: Again observe the lift to learn its firing patterns. Jump on the real lift when it's safe to do so and jump off at the top. Jump over the mine cars as before, then go up the ladder. Jump on to the lift (avoiding the rock dropper) then jump off on the right hand platform. Hit the switch then zap the robot opposite you. Drop down onto the lift, then jump on the platform where the robot was and climb up the ladder. Bomb the robot and the debris and go right.

Move over the barrels (in time with the sticky-ups) and blast the robot. Climb up the pipe, crawl under the 2 crushers, then up the other pipe (avoiding the slime as you go). Blow up the robot then go up (watch out for the mud monster). Blow up the scientist then move right to arrive at level 5.

LEVEL 5 - THE FAT GUY'S HEADQUARTERS

Shoot the two cronies, then walk right to the edge of the platform. Drop a bomb and step back. When the bomb explodes the platform starts moving – follow it and climb up the ladder (watch out for spikes above you). Go left, collect the diamond, then hit the ladder to the left. Shoot the baddy who comes down to greet you, then go up the stairs, avoiding the gun. Shoot the nasty then drop bombs on the other two. Drop down and hit the switch to uncover a springboard – use it! Go up the steps to the left and climb up the ladder. Crouch underneath the spikes until the baddy has dropped below you, then jump up and left then up the ladder. Slide a bomb towards the block and prepare to jump up when it explodes. Avoid the gun and collect the ammo. Fall down to the niche, then fall down again when the spikes disappear. Then go right. Shoot the three nasties then head up the ladder. Slide a bomb towards the detonator-type thing and again jump up when it explodes. Go down the ladder and exit to the right. Scooting again! This section requires a lot of fancy ducking and diving past guns. Dodge past the first two, then go up and collect the diamond, then dodge past the third (and move swiftly down just after). When you get to the set of three guns, don't despair. When they're just about to fire move up slightly - with any luck they'll stop completely! Move down and avoid the two blocks, then go right and down.

When the bullets from the two guns cross over, move down and pick up the ammo (then move up again). When they are about to cross over again, shoot the block and move down (to avoid being 'blocked') then exit to the left. Shoot the two baddies and blow up the detonator. Go down the ladder, avoid the electric cat (!) then go down the other ladder. Blow up the detonator then head right.

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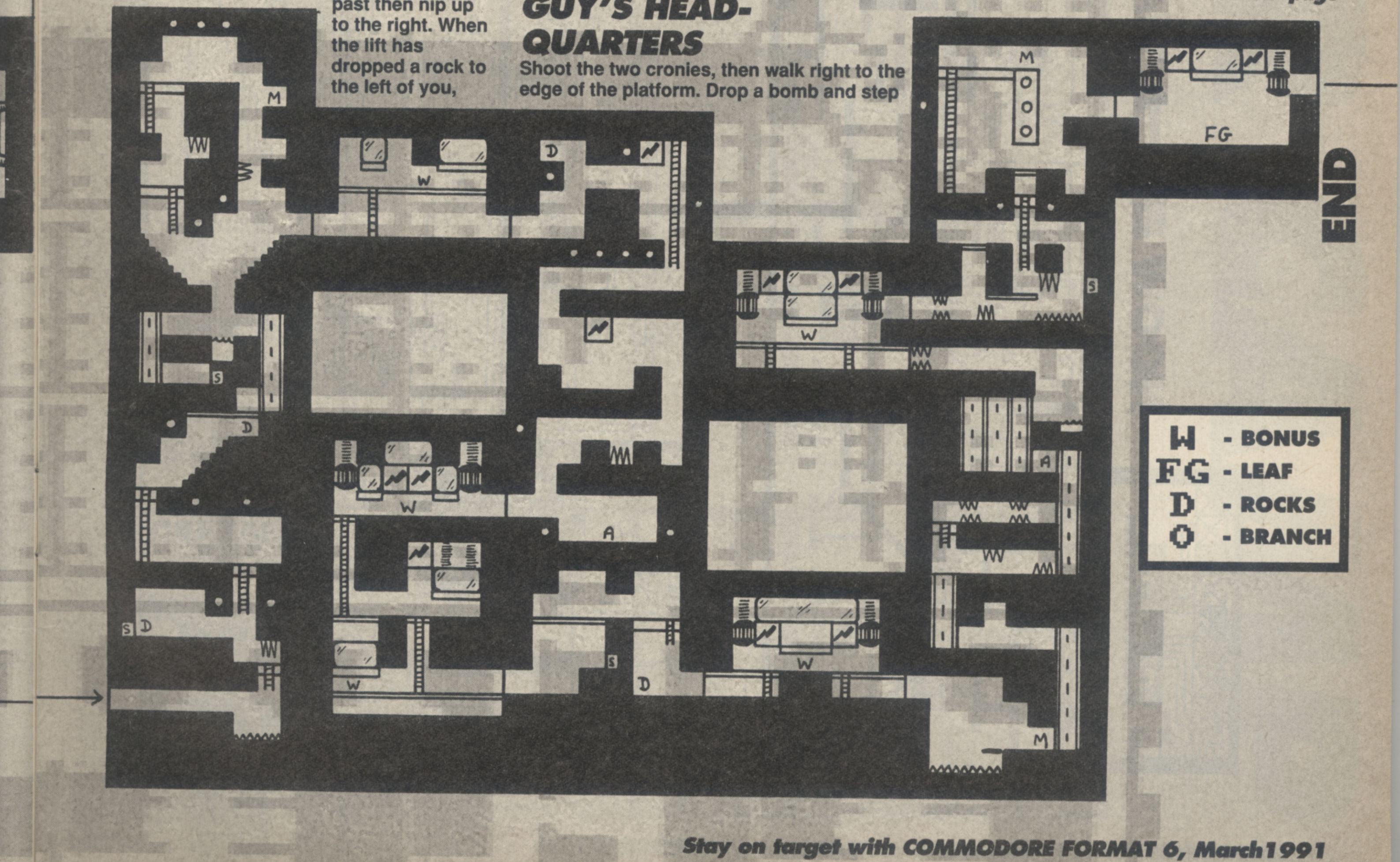
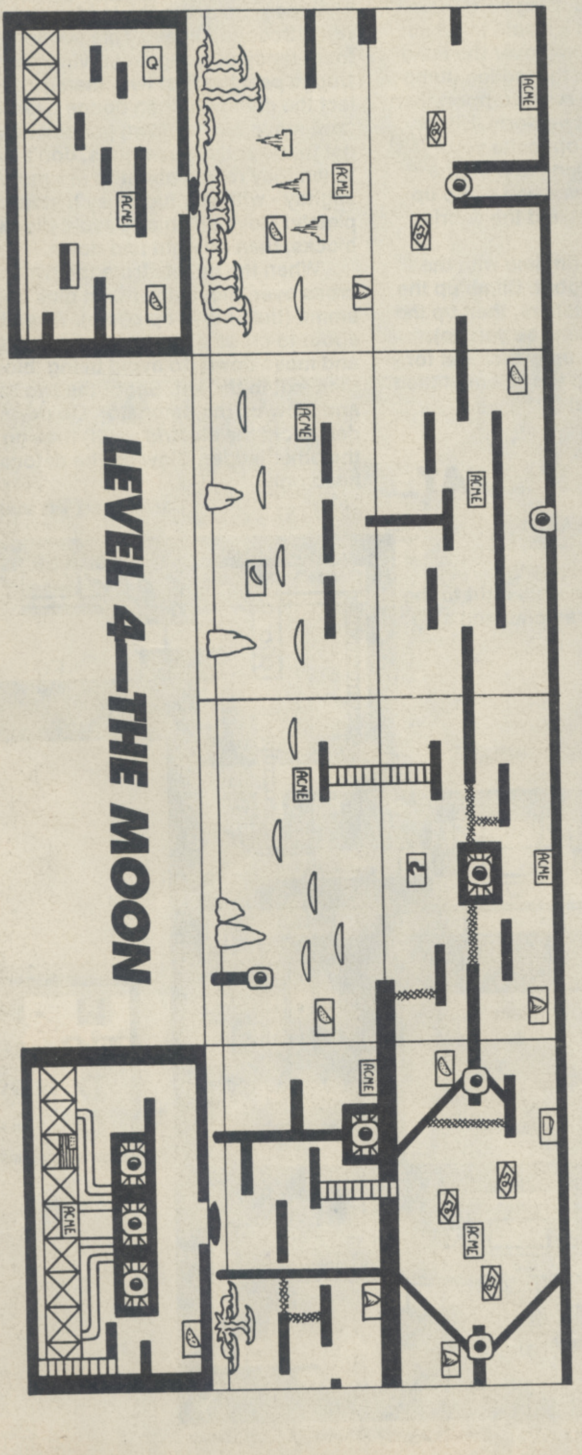


Continued from previous page

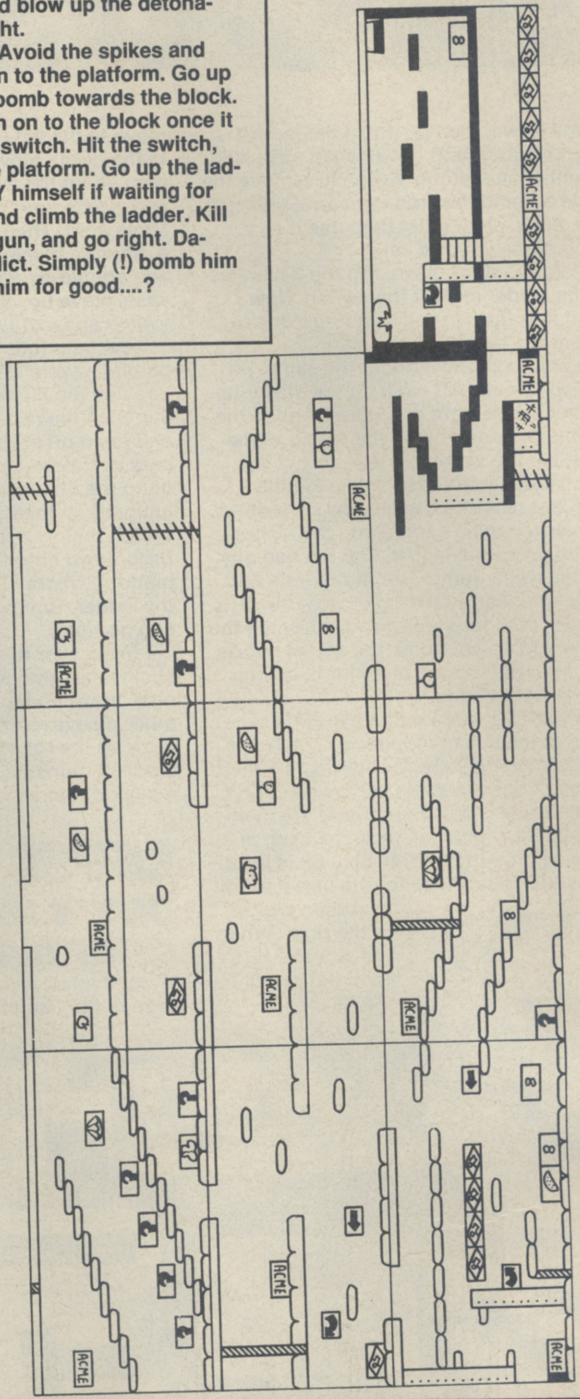
Jump over the electric moggy, hit the switch and jump up onto the platform. Avoid the other two moggies, nip down the ladder, then go right. Kill the three cronies, then blow up the detonator. Go right.

Drop a bomb onto the nasty, then fall down on to the lift when he's gone. Jump off and shoot the other nasty. Collect the ammo and go up the floaty lift. Jump over the moggy, then climb up the ladder. Dodge the spikes (use the map to find them) then head right and up the lift. Collect the ammo, go up the leftmost lift and jump right over the tops of the other two. Jump onto the springboard and zap the meanie. Go left, avoiding the spikes as you go. Kill the meanies and blow up the detonator. Then go up and right.

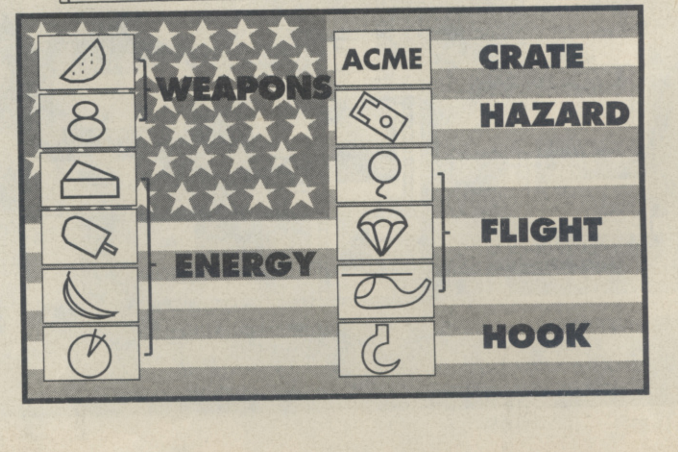
Almost there now! Avoid the spikes and the moggy and jump on to the platform. Go up the ladder and slide a bomb towards the block. Go right, then fall down on to the block once it has moved next to the switch. Hit the switch, then move left with the platform. Go up the ladder. Aha! The FAT GUY himself if waiting for you! Avoid the guns and climb the ladder. Kill the baddy, dodge the gun, and go right. Da-daaaah! The final conflict. Simply (!) bomb him 3 times and get rid of him for good....?



LEVEL 4—THE MOON



LEVEL 3—THE GOLD MINE



SUMMER CAMP

Make the most of your mice

'Maximus Mouse, you are accused of failing miserably in your quest to retrieve the *Summer Camp* flag from the moon. How do you plead?'

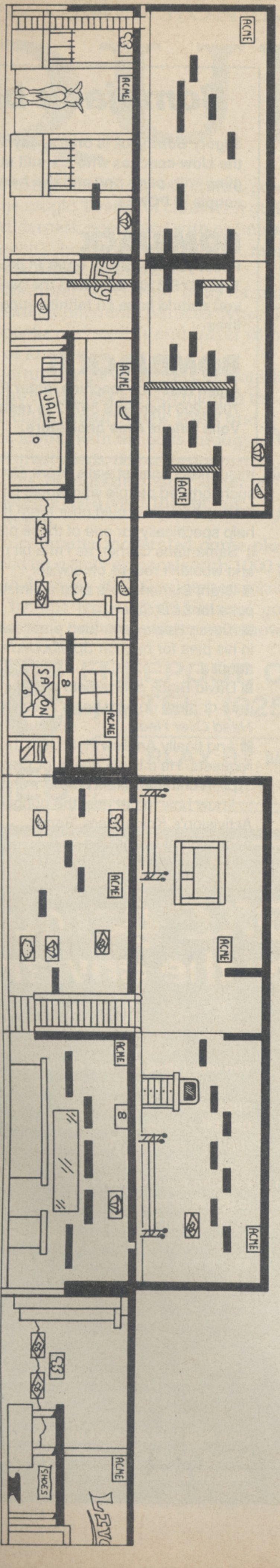
'SQUEEK, M'lud.'

'Er, come again?'

'Oh gimme a break, sending a mouse on job like that was a non-starter as far as I'm concerned. Still what's done is done so try this poke and give the rodent a real run for his money.'

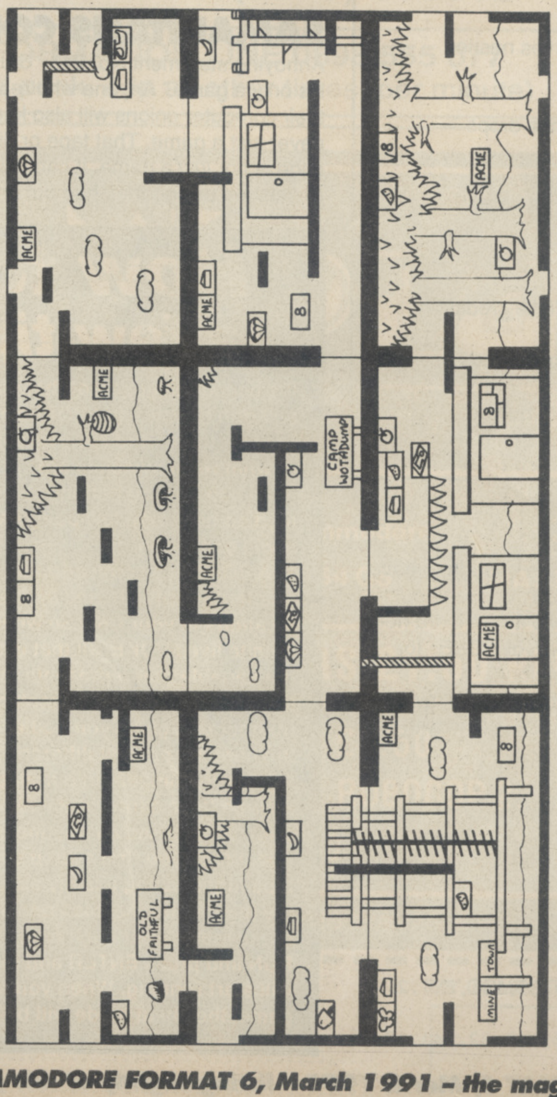
Enter and run the listing, then follow the screen prompts to load the game with infinite lives.

```
0 REM Summer Camp cheat by H M Pugh 1991
1 FOR X=517 TO 576 : READ Y : C=C+Y : POKE X,Y :
NEXT
2 IF C=5814 THEN POKE 157,128 : SYS 517
3 PRINT "DATA ERROR"
4 DATA 169,18,141,40,3,169,2,141,41,3,32,86
5 DATA 245,169,32,141,178,2,169,2,141,179,2,96
6 DATA 72,77,80,32,69,3,169,32,141,222,3,169
7 DATA 51,141,223,3,169,2,141,224,3,96,169,0
8 DATA 141,40,15,169,173,141,46,23,238,32,208,96
```



LEVEL 2—THE GHOST TOWN

LEVEL 1—THE CAMP



PUFFY'S SAGA

You know the story. Blob meets blob, travels through multi-level dungeon and dies horribly. But it's time to fly in the face of tradition, redress the balance and fry your eggs sunny side down for a change. Poke *Puffy's Saga* senseless and break away from the crowd.

Enter and run the listing. Then follow the prompts to load the game with infinite energy.

```
0 REM Cassette only cheat by H M
Pugh 1991
1 FOR X=528 TO 585 : READ Y : C=C+Y:
POKE X,Y : NEXT
2 IF C=5912 THEN POKE 157,128:SYS
528
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,33,141,221,2,
169,2,141,222
5 DATA 2,96,72,77,80,169,46,141,33,
9,169,2
6 DATA 141,34,9,76,15,8,169,32,141,
231,47,169
7 DATA 65,141,232,47,169,2,141,233,
47,32,16,8
8 DATA 96,141,32,208,169,189,141,
239,37,9
```

REPLAY POKES

Thanks to **A Jacobs** of **Cleveland** for these, in fact £20 worth of thanks.

Hong Kong Phooey
POKE 19428,0 – removes nasties

Klax
POKE 8141,165 – Infinite drops

Tin Tin on the Moon
POKE 33627,0 – endless time

Narc
POKE 28447,173
POKE 28614,173 – infinite credits
POKE 31510,189
POKE 31561,189 – stops baddies shooting
POKE 26423,0 – infinite bullets
POKE 33868,0 – endless missiles∫

NIGHT BREED

For those of you unfortunate enough to have bought this game (why didn't you read our review first?) you may need a little extra help. This you will find in the form of POKEs for both cassette and disk versions.

Enter and run the listing, then follow the on-screen prompts to load the game with infinite lives/energy.

```
0 REM Cassette only cheat by H M
Pugh 1991
1 FOR X=272 TO 351 : READ Y : C=C+Y:
POKE X,Y : NEXT
2 IF C=8584 THEN POKE 157,128 : SYS
272
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,33,141,217,2,
169,1,141,218
5 DATA 2,96,72,77,80,169,32,141,19,
9,169,51
6 DATA 141,20,9,169,1,141,21,9,76,
0,8,141
7 DATA 32,208,162,173,173,144,65,
201,206,208,6,142
8 DATA 130,65,142,144,65,173,100,66,
201,206,208,6
9 DATA 142,86,66,142,100,66,173,10,
68,201,206,208
10 DATA 6,142,252,67,142,10,68,96
```

GOLDEN AXE

Super triff and brill. This is an absolute stonker of a game and as such deserves the life prolonging treatment of POKEing.

Enter and run the listing. Then follow the prompts to load the game with infinite lives.

```
0 REM Cassette only cheat by H M
Pugh 1991
1 FOR X=525 TO 567 : READ Y : C=C+Y:
POKE X,Y : NEXT
2 IF C=4344 THEN POKE 157,128 : SYS
525
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,24,141,86,9,
169,78,141
5 DATA 88,9,76,16,8,72,77,80,169,
32,141
6 DATA 45,129,169,47,141,46,129,169,
2,141,47
7 DATA 129,238,32,208,169,173,141,
94,51,96
```

SAMARITANS CORNER

Annoying statement No. 243: 'Calm Down, it's only a game.' Anyone who really knows their computer onions will also know that it's never just a game. That tape or disk full of code is not *just* a game. It can have gamesters pulling their hair out and beating their heads against walls. Here are several such tortured people who would be grateful for any help you could offer them.If you send help specifically for one of these please mark it 'Samaritans Corner' as I'm a bit of a thickie and wouldn't realise otherwise.

- Grant Sutherland is after an infinite fuel poke for *LED Storm.*
- Kieran Healey sounded practically suicidal in his plea for help on *Spellbound* so be quick about it.
- David Black of Sheffield can't jump the gate or meet up with heels in scene one of *Head Over Heels*.
- And finally Andrew Ryan has three requests. He'd like a cheat for *Operation Wolf*, a cheat for *Ikari Warriors* and would like to know how to get past the dungeons in Activision's *Knightmare*. Some people want everything on a plate, don't they?

Bombjack bits

***Mighty Bombjack* is on it's way so for the slow-coaches who are still struggling with parts one and two here are a couple o' POKEs.**

BOMBJACK

Reset your machine, enter POKE 5112,0. Type SYS 3101 to restart the game and you should have an infinite supply of lives.

BOMBJACK II

Again reset the machine, enter POKE 7053,200 then SYS 39712 to restart. Voila infinite lives once more.

How to POKE games (a few tips for the unwary)

It's becoming apparent that many of you still don't know what POKEs are, or how to enter them. And not everyone is aware of what reset switches are.

It can be a bit baffling to the uninitiated so here area few pointers to help avoid confusion.

1) A POKE is a command that allows you to alter the value in one of the memory locations in your C64. So when you see an infinite lives POKE, all that is happening is the variable that represents the number of lives (eg three) is being replaced by a number that gives you oodles more.

2) There are several different types of POKEs that appear in our mag. The long listings (take a look at the *Night Breed* one) can be used by anyone owning a C64. When you first switch on your micro, type in the listing exactly as it appears in the mag (enter the lines one at a time and press return after each one). Then type RUN and press ENTER and the program will start running. When you load the game, the cheat mode will be installed.

It's a good idea when you've typed the listing to save it to disk or tape before you run it so that if you've entered it wrongly you don't lose all your hard work.

3) The other POKEs in the mag (the single ones with no line numbers) can only be used if you own a reset switch or Action Replay cartridge. The reset switch allows you to effectively switch off then switch back on your 64 with out losing whatever is in the memory.

POKEs that are followed by a SYS command can be used by Reset owners as the SYS number re-runs the game from where you left off. If there's no SYS number you can't use the POKE. This is why Action Replay owners are the luckiest of the lot. This cartridge effectively has a SYS command built into it so all you have to do is reset the machine, enter the poke then use the restart option, easy.

So there you have it, it's not as complex as it first seems but if you're still unsure or have any other queries just drop us a line.

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MY COMPUTER CONSOLE IS...

REVIEWS AND REVIEWERS

We know what you're thinking. 'Love a duck. It's all right for some, playing games all day, scribbling down something that claims to be a review then trashing off down the pub for a few bevies and a bit of a chin wag.' Well it's not like that at all. There's more to producing a mag than meets the eye...

How our reviews work...

The powermeter

We rate games out of 100%. We reckon any game over 50% is worth looking at. If a game gets over 90% then eat this people: It's a corker!

The Powermeter on the left of the final rating is divided into red and white areas. We say what bits we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Bosh!

Icons

FACE - The more heads you see, the more players can join in

T-SHIRT - A goalie's shirt means you can *save* your game position to tape or disk

JOYSTICK - You need to use a joystick to play the game if you see this anywhere

KEYBOARD - You have to use the keyboard to play

PAUSE - We put one these in if the game has a paws mode (groan)

MOUNTAINS Peaks mean you can choose how difficult the game is

BLOCKS - These mean you can save your high score to tape or disk

OCTOPUS - This means you need at least eight arms to load bits of the game from tape

CORKERS - If a game gets 90% or more, we say, "It's a corker!"

CART GAME - We put one of these on if the game is on cartridge so C64GS owners look out for it!

These are the people who actually do get to play games all day. Please don't send them money or anything to eat. Both are dangerous substances to them. Anyway, here's what they thought of this month's games.

STEVE

'Phwoar!' Says Steve. *Chip's Challenge* is definitely his favourite this month. In fact it's his favourite for many months. He likes it so much he's thinking of buying a small cottage in the country and moving in with it. As for games he didn't like, there isn't much to say apart from, '*Gazza II* is intensely amusing'.

SEAN

Sean did like something quite a lot this month but I couldn't listen to him say what it was for fear of drowning in froth. But what of this month's turkeys, Sean? 'Er, *Dragonstrike* was a big disappointment while *Gazza II* was intensely amusing'.

ANDY

He found *Turrican 2* rather swoonworthy. So much so that a litre of smelling salts and the promise of a pay rise wasn't enough to bring him round. He regained consciousness when Steve positioned his armpit beneath Andy's nose. On awakening, Andy's first words were, '*Gazza II* was intensely amusing.'

GORDON

Gordon said *Gazza II* was the best thing since sliced bread. Then we gave him a cold shower and a strong black coffee to sober him up. At which point he apologised for his drunken stupidity, belched heartily and shuffled back to the local ale house. We imagine, had he stuck around, that he would have liked *Total Recall*, the game that crept in by the back door and pleasantly surprised everyone.

KATI

Ms Hamza was well impressed with *Lotus Esprit Turbo Challenge*. As she's ambidextrous, she astounded the office by playing the two player option alone, pipping herself to the post, getting rather annoyed, angrily punching her own face, then apologising to herself and offering to drive her battered bod to the local hospital. When she got back she mumbled that *Fire and Forget 2* should be the subject of a public enquiry.

NEW KID ON THE BLOCK

Trevor Gillham (who?), our Art Editor (what?) is gone, only to be replaced by **Ollie Alderton** and there's no better bloke for the job. He's got a keenness for colour, a desire for design, a talent for typesetting and a whip for those boring moments in the offi- (*Some things are better left unsaid – Ed*). Anyway, Trev's going to work on a new Amiga (yuk) mag, *Amiga Power*, and Ollie used to work on the Amstrad (ahaaa-ha) mag, *Amstrad Action*. We'd like a big round of applause for the new guy and may we just say we wish him all the best with *CF* until we find someone more capable and, dare we say, more careful with their food.

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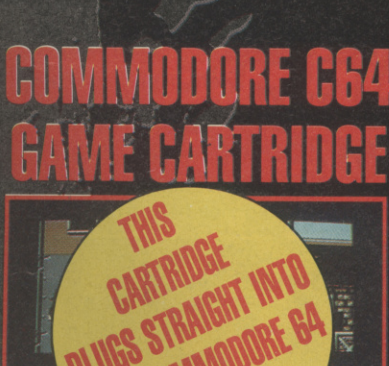

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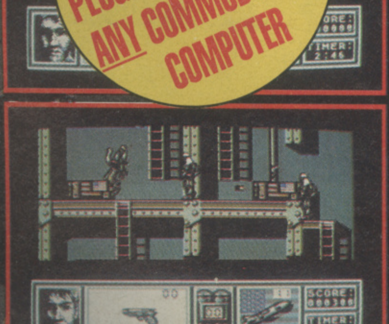

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CONSOLE COMPATIBLE
Yum Yum!
CART GAME

You just can't keep a good bad guy down, er... Try that again. Twice have the skills of System 3's greatest warrior hero defeated evil shogun Kunitoki. Now, Kunitoki and Armakuni meet for the final showdown in a vast 512K cartridge game

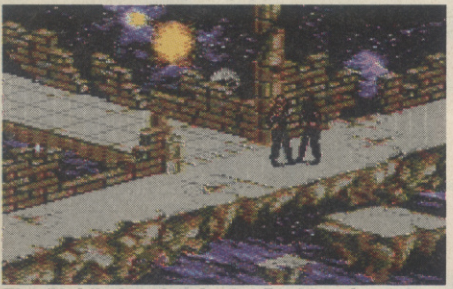
It's a Corker!

LAST NI

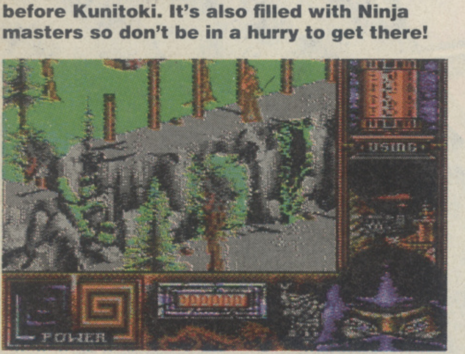
The battle between the evil Shogun, Kunitoki, and the last Ninja, Armakuni, has been waged across time and space. Twice Kunitoki has been defeated and twice he has cheated death: his spirit form was only despatched – now he lives again…

Armakuni faces his greatest challenge. Kunitoki has returned to medieval times and invaded the Tibetan temple of Shao Lin – mystic source of the Ninjas' magic. Kunitoki's evil influence is corrupting the pure magical force of the temple. As his influence spreads, so Armakuni's Ninjutsu energy is being eroded. If Kunitoki is not defeated once and for all, the order of the Ninja will disappear forever (ooh crikey!).

The game opens with a superb three minute intro sequence, which shows Armakuni making his way across the desert towards the temple. It's interspersed with the production credits, movie style. The whole intro is a whopping great 64K long – as much as a whole game – and really sets the tone for what's to come.



The 'Void' chamber is the final barrier before Kunitoki. It's also filled with Ninja masters so don't be in a hurry to get there!



The new prayer wheel (top right) shows any useful items in the vicinty and also briefly displays the enemy's chosen weapon

Anyone who has played *The Last Ninja*, *Last Ninja 2* or *Ninja Re-mix* will be familiar with the style of gameplay. Armakuni is guided through a flick-screen 3D world viewed from slightly above. Each scene takes a second or two to draw, due mainly to the incredibly detailed graphics – easily among the best C64 game graphics ever seen. By the way, as well as the *Ninja* games, this 'graphic engine' (the program that draws the most complicated things it can as simply and quickly as it can) was also used in *Time Machine* (see Gamebusters, this ish).

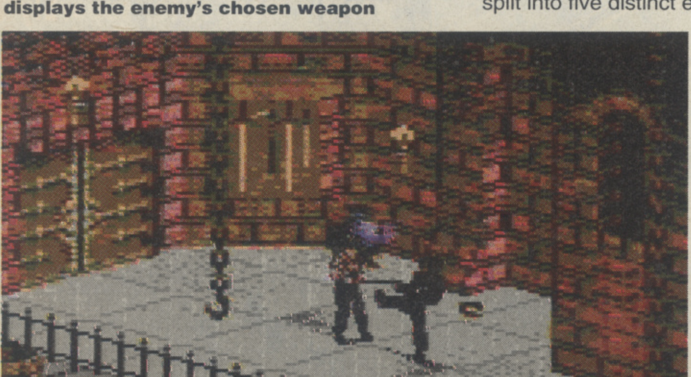
Having sneaked into the temple, our Ninja hero must battle and puzzle his way through five elemental chambers in order to face Kunitoki in a fight to the death. The temple is split into five distinct elemental areas: Earth, Wind, Water, Fire and Void (yes, we now know Void isn't an element, but apparently the Japanese reckoned it was, so there).

Each chamber has puzzles which are typical of that element. For instance, in the Fire chamber, there's a complex puzzle which involves molten metal and a lost key. Likewise, in the Water chamber you have to use your amazing Ninja powers of deduction to stop a waterfall from flowing.

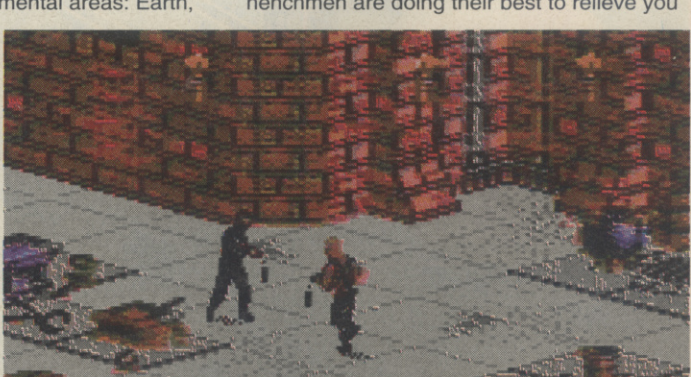
The puzzles are slightly more complex than before, but still follow the same method of searching for specific items which are then used on later screens. Oh, and in case you already know what I mean, it's now a lot easier to pick objects up. Also, *Last Ninja 3* employs a prayer wheel, a device which opens on the screen to reveal any collectibles in your immediate vicinity – a distinct improvement over previous *Ninja*s, where useful items were highlighted briefly when you entered a new screen.

While all this collecting and puzzling is going on, Kunitoki's henchmen are doing their best to relieve you

Five levels, 17 sceens 16 different bad guys and takes up 512K

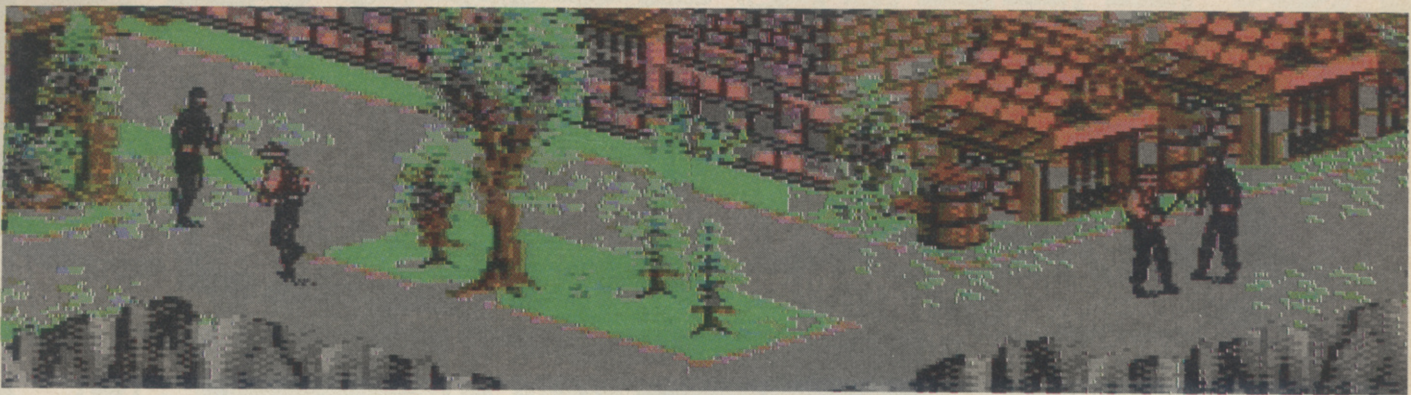


Bare feet versus a sword. This sort of combat is a good way to raise your Bushido points, and a bad way to avoid getting severely beaten



To battle. Ah-ha! So, evil Nija-type, you have Nunchukas as well... (Erm... where did I put my rather large Ninja sword of doom?)

With two screens bolted together you can start to imagine just how big the Temple is. And remember – there are 71 of these little devils secreted inside that little cartridge...



NJA III

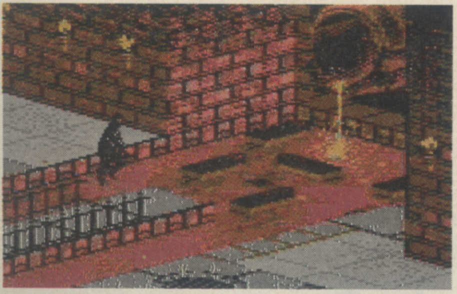
of a limb or two. Baddies lounging in the opening chambers don't prove too much of a problem but later levels rely less on puzzles and more on butt-kicking. By the time you manage to reach the Void chamber, the puzzle element is replaced completely by a 'getting the crap beaten out of you' element. So be warned. Here, you have to make your way round walkways suspended maze-like in space. While you're doing all this, prepare to be viciously assailed by vicious assailants. All the baddies on this level are masters of Ninjutsu and can take a fair amount of damage as well as deal it out.

Having solved your puzzles and defeated the foe, it only remains for you to collect the hidden scroll which allows entrance to the next level – once you've defeated the chamber guardian. Er... sorry about that. Forgot to mention that there's a fairly evil guardian to kill before entering the next chamber.

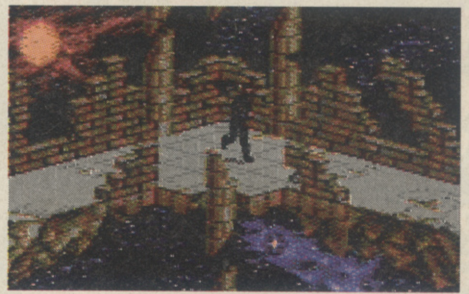
Last Ninja 3 is a game of epic proportions. There is almost nothing to fault it on – the presentation is superb, with stunning intro and outro sequences, smart high-score lists, grisly game over screens and some great soundtracks. The gameplay's blend of exploration, puzzles and combat will daze you. And the attention to detail is amazing, from the immaculate 3D to the animated scenery to the comfy control method.

The *Last Ninja* series has made thousands of fans so most people would buy this even if it was simply more of the same. However, with the tweaks and improvements in gameplay and graphics, plus the advantage of instant loading, it's no exaggeration to say that *Last Ninja 3* marks a new high for C64 gaming. Treat yourself to something very special indeed.

STEVE



In the Fire chamber, Armakuni somersaults his way across a pit of molten lava. Otherwise he's more singe-a than Ninja



Having entered the maze-like Void chamber, Army now has to utilise his powerful Ninjutsu skills of 'Not Getting Lost'

Bushido Dragon

The brown dragon on the status panel is the Bushido meter, and signifies increasing training and honour in the Ninja's martial art.

Sounds a bit noncey, but it works like this: if you attack with bare fists when your opposition is armed nunchukas, then your Bushido points are increased because you don't fear the fight. But if you use the same moves over and over again to defeat an enemy, your Bushido points are decreased because you lack style. By the time you face Kunitoki, only those with a high Bushido level stand any chance of defeating him.

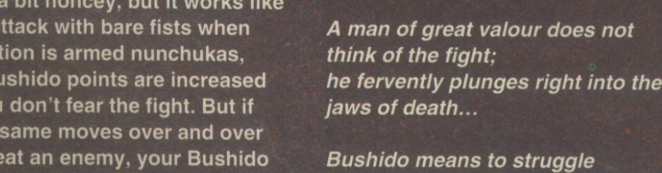
Consider the words of the 18th century Hagakure Bushido of Yamamato Tsunetomo:

Bushido, I have found, lies in dying. When confronted with two alternatives, life and death, one is to choose death without hesitation...

A man of great valour does not think of the fight;
he fervently plunges right into the jaws of death...

Bushido means to struggle desperately in the jaws of death... even dozens of men find it difficult to kill only one samurai in this frantic state.

So there you go. Bushido means 'mad as a shovel.'



Game	**Last Ninja III**
Publisher	**System 3**
Cartridge	**£24.95**

POWER RATING

THE DOWNERS...

- Only really lacking in originality

100

97%

- **Tremendous amount of variety in visuals, sound, and the all-important gameplay**
- **Animation on the different sprites is simply superb**
- **Complex control method is handled very well**
- **Wonderful touches throughout, like background animation**
- **Utterly convincing 3D scenes**
- **Five huge levels – no finishing this one overnight**
- **Terrific mix of puzzle-solving combat and adventure – more interactive movie than game**
- **Beautiful presentation throughout. And what an intro!**
- **Thought provoking problems add extra depth to the game**

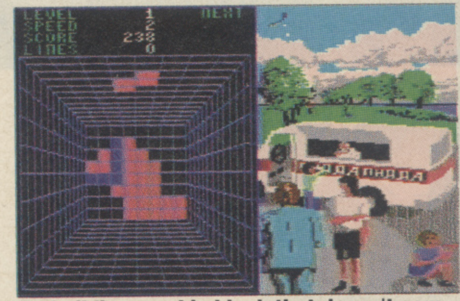
0

WELLTRIS

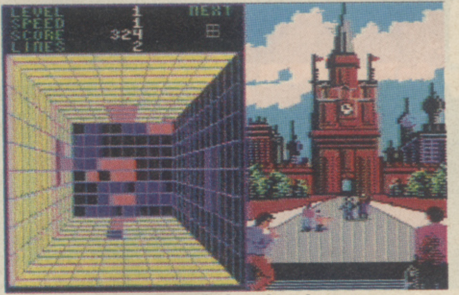
Alexey Pajitnov's *Welltris* consists of a grid at the end of a four-walled tunnel (or well). One at a time, shapes fall down a wall before coming to rest in the grid. Shapes are made up of two to five squares arranged adjacently. Their orientation can be altered by ninety-degree turns, they can be steered around any wall and the speed of their descent can be increased.

The idea is to contain the growing collection of shapes in the grid. With careful steering and reorientation, shapes can interlock with others in the grid in the most spatially economic manner. If an eight-square long horizontal or vertical line is formed at any time, the line disappears. Remaining squares move into the space left behind to leave you more room. If part of a shape gets stuck on a wall, that wall becomes blocked for a while, so the more you mess up, the more you're likely to continue messing up. The game goes on until all the walls are blocked.

> **The more you mess up, the more you're likely to continue messing up**



By building one big block that doesn't complete a full line, you can score buckets of points with one carefully placed segment



Get careless and this is what happens. Three blocked walls make it difficult to continue... Hang in there!

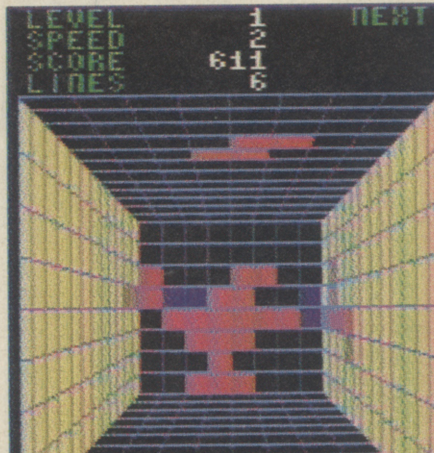
You get points for completing a line (a separate tally tells you how many lines you have completed in a given game) and you get more points for placing shapes faster and removing more than one line at a time. The program calculates which shape it will drop next and this information can be displayed, to help you along. However, you pay a points cost for having this information displayed.

On the basic level, the game only uses, two-, three- and four-segment shapes. On the second difficulty level, only four-segment shapes are used. On the hardest setting, five-segment shapes are introduced in addition to all the others.

Shapes wrapped around a corner may split when they hit the grid. Depending on the shape of the obstruction it faces in that corner of the grid, segments may overlap, making a smaller piece out of the original one. Remembering how this works can be crucial to staying in the game.

The game offers two control modes to handle things like the reorientation of the shapes on their way down the well but the default setup is best. *Welltris* is thoroughly compulsive. Unlike most of its contemporaries it isn't evocative of anything, though, so people who've been living on a diet of *Turtles* and *Tracys* will probably scratch their heads after a few minutes and wonder what's missing. It's a no-frills mathematical puzzle and you have to take it or leave it as such. Raw challenge, well done, still isn't everybody's cup of tea.

SEAN



Things aren't that grim. Move the falling block one space left and it will fit perfectly. Then hope that the blocked walls clear

Game	*Welltris*
Maker	*Infogrammes*
Disk	*£14.99*

POWER RATING

THE DOWNERS...

- Joystick control is a bit sticky
- At the end of the day, it only offers the one on-going challenge

100

87%

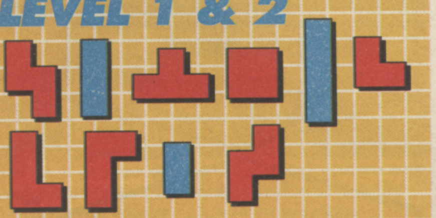
- **Simple devices presented in a fascinating way. There's nothing like it (except *Tetris*)**
- **Two control mechanisms**
- **Plenty of game options including the all-important variable difficulty settings**
- **Next Piece preview feature**
- **Detailed scoring system**
- **Straightforward and original game design**
- **Steadily increasing challenge to hand-eye coordination**
- **Colourful and easy to read display**
- **You'll never finish it. Ever**

...AND THE UPPERS

0

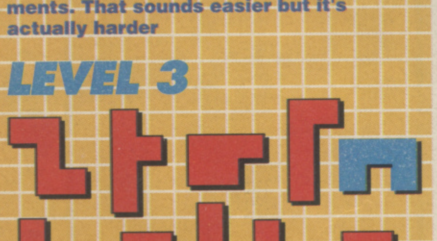
BLOCK'EM

LEVEL 1 & 2



You encounter all these shapes in level 1. Level two only uses four-piece segments. That sounds easier but it's actually harder

LEVEL 3



Once you get onto level 3, five-piece segments start falling (very quickly) into the well. Awkward little beasts...

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Gremlin have come all over British Racing Green with their new release (well, it's more a shade of Go Faster Red actually). So our reviewer straps in for a furious fast lane session, but for some reason he's taken his fishing rod with him...

LOTUS ESPRIT

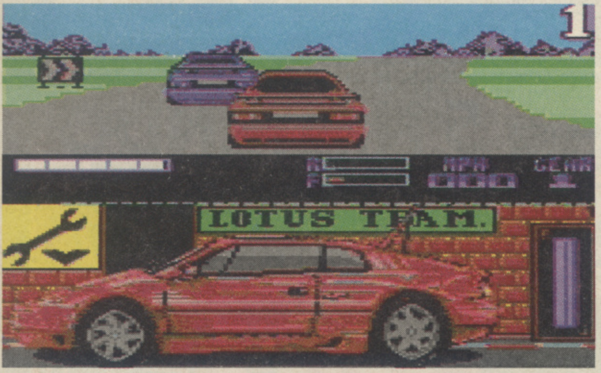
TURB

The aim of Gremlin's latest game, *Lotus Esprit Turbot Challenge*, is to progress through 32 races, via three levels of increasingly difficult competition, until you can catch fish faster than anyone else. (*Er, Andy. About the Turbot. It's Turbo, as in car. I couldn't find any fish in this game and Gremlin don't know of any either. Cheers – Ed.*) If, at the end of it all, you've scored the most points, the championship is won and you can obtain the coveted Lotus Fish Licence. (*Oh dear – Ed.*) However, the nearer to the front you are when you finish a race, the worse your position on the starting grid next time.

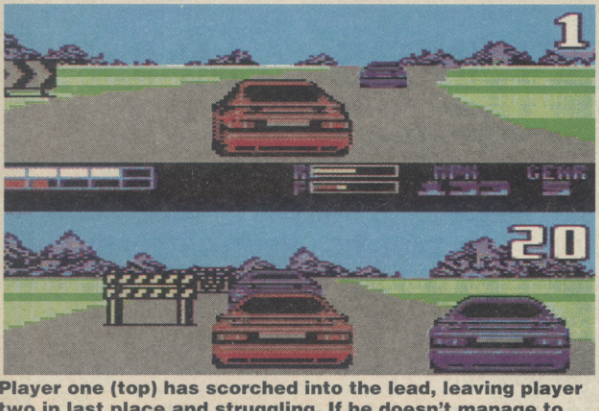
It's a Corker!

There are loads of options in *LETC*. From the main menu screen you can select the difficulty level from a choice of four (including practice). Choose one or two players, decide on the gear box type, control method and swim bladder capacity and you're ready to go.

The practice level lets you learn to handle the Lotus without the pressure of having to qualify for anything. Then when you want to launch into a full competition situation, select Easy, Medium or Hard. Two players will find, joy of joys, that two player action is simultaneous. The screen is split across the middle with each half showing a view of the track from each driver's point of view (well, to be accurate, the view is presented from just behind the car). The two player option does run slightly more slowly than the single player jobby but when the action is this hectic it doesn't make a jot of difference to the playability.

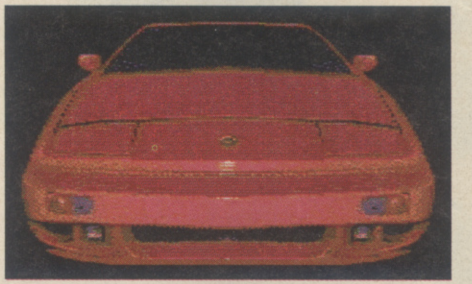


(Fade in to quizzical looking TV presenter...) "Hello. And this week on 'Strange But True' we ask the question, just how *did* a *CF* reviewer manage to get into first place?"



Player one (top) has scorched into the lead, leaving player two in last place and struggling. If he doesn't manage to climb through the ranks into at least 10th, he's out of it

There are two types of gearbox to choose from: Manual means you have to physically push the joystick to change gear while on Automatic the computer does it for you. Beginners should use automatic but once you've acquired some proficiency, a manual gearbox allows for more effective use of your vehicle's capability to accelerate.



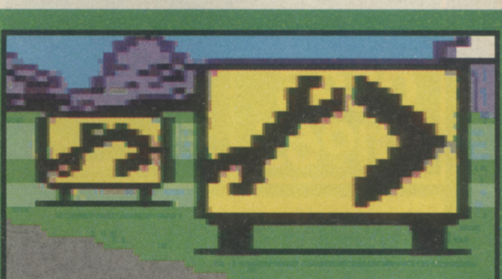
Here's the mean machine itself, 2,174 cc's of Esprit Turbo SE. Now, thanks to Gremlin, you can actually race one of these beasts!

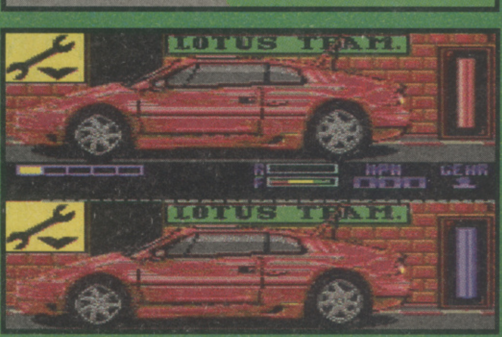
One of the neater options is the alternative choice of control method. The standard one involves pushing forward on your crabstick (*I think he means joystick – Ed*) to speed up while pressing Fire to change gear. This, however, leads to extreme arm ache after a short period. The alternative control method is much more favourable and

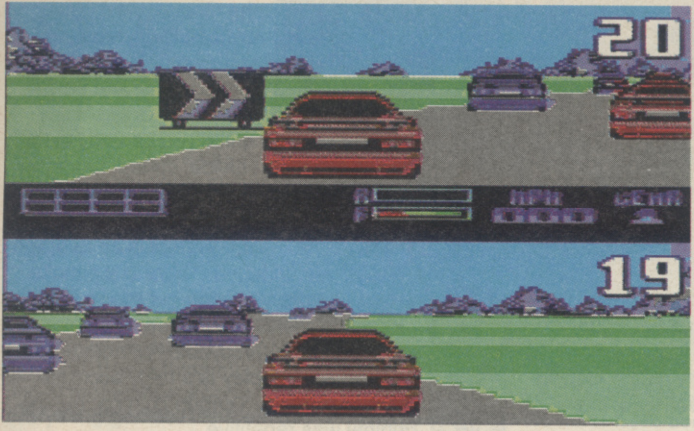
This part of the game is the pits

When you see indicators on the roadside telling you that the pits are approaching, it's a very good idea to pull in. If you ignore them the chances are that, sooner or later, your high performance super car will trundle to a halt as its fuel runs out.

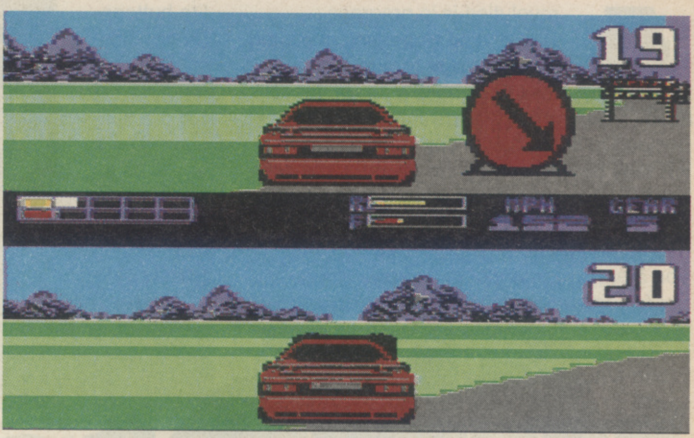
When you pass the sign, simply pull over to the right and brake. Then It only takes a few seconds to fill her up. (And anyway, pulling off the road gives you the opportunity to soak up sweet graphics like these.)





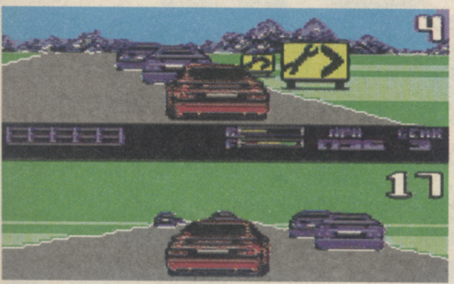


Our two opponents are a just a car's length away. Player one (top) can see player two just in front of him. Mind you, they're both crap, 'cos they're in 19th and 20th place – in a field of 20!

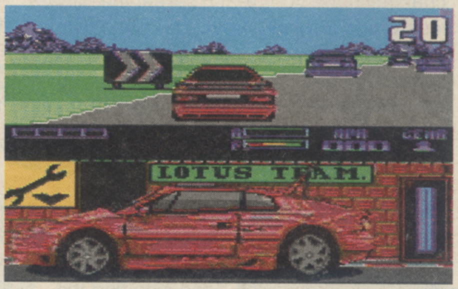


Later in the race, our players have managed to swap position, but as you can see both cars are in trouble. Player two has run into a 'bend coming up' sign, while player one can't tell his left from his right...

BO CHALLENGE



As player one (top) passes a Pit Stop sign, player two is cruising down a steep hill – that's why you can't see any sky



In the single player mode, player two (bottom) stays in the pits for the duration of the race. Meanwhile, player one is last. Again

involves pressing Fire to accelerate and only pushing the stick when you want to change gear. Finally the swim bladder option allows you determine your buoyancy in order to outwit your fishy opponents. (*Oh, I give up – Ed.*)

There are 32 tracks in all, each increasingly more difficult to negotiate than the last. Apart from the fact that later tracks incorporate hillocks, dipettes and terminally sharp bends, these hellish highways are also strewn with debris and other obstacles. There are signposts, barriers, rocks, trees, oil patches, coral reefs and over-zealous fly fishermen which you must avoid at all cost.

> **Later tracks incorporate hillocks, dipettes and terminally sharp bends**

Graphically, *LETC* is a stunner. The screenshots can't even begin to convey the feeling of speed you get, but take our word for it, this is fast. It's especially impressive when you consider the large numbers of vehicles on screen, and even then the 3D update stays dead smooth.

Sound is high octane, too. Not only is there a choice of three soundtracks but the FX are fabby as well. The engine noise is a real killer (the most realistic engine sound so far on a 64!) as are the screeches when you corner too fast. The icing on the cake is the playability. There's masses of it in the one-player option and at least double that when you play against a friend. As they say in Germany 'Vorsprung Durch Corker!'

ANDY

Game	**LETC**
Publisher	**Gremlin**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Collisions don't slow other cars

100

90%

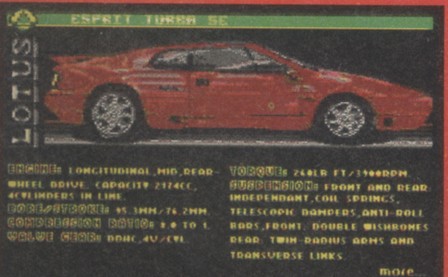
- **Large range of options gives you plenty to get your fins around**
- **Screen update is very fast. The impression of speed will have you feeling green around the gills**
- **Controls are wonderfully responsive**
- **Sprites are large but flicker free and wonderfully smooth**
- **Choice of two control methods is a stroke of genius**
- **Two player head-to-head is absolutely stonking**
- **Ice cool presentation screens**
- **Sound is a peach – and catch that engine effect!**

...AND THE UPPERS

0

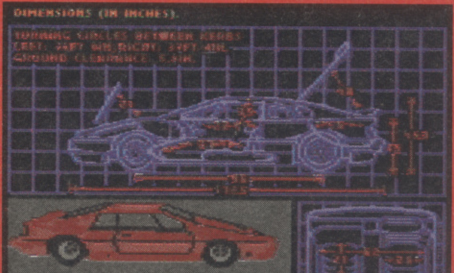
Presenting a Lotus

Not only are the presentation graphics in *Lotus Esprit Turbo Challenge* really gorgeous to look at, they're also extremely informative. In between playing games, you can expand your encyclopaedic knowledge no end. Well, nearly...



ESPRIT TURBO SE

ENGINE: LONGITUDINAL,MID,REAR-WHEEL DRIVE. CAPACITY 2174CC, 4CYLINDERS IN LINE.
BORE/STROKE: 95.3MM/76.2MM.
COMPRESSION RATIO: 8.0 TO 1.
VALVE GEAR: DOHC,4V/CYL.
TORQUE: 264LB FT/3900RPM.
SUSPENSION: FRONT AND REAR: INDEPENDANT,COIL SPRINGS, TELESCOPIC DAMPERS,ANTI-ROLL BARS,FRONT: DOUBLE WISHBONES REAR: TWIN-RADIUS ARMS AND TRANSVERSE LINKS.
more...



DIMENSIONS (IN INCHES).
TURNING CIRCLES BETWEEN KERBS
LEFT: [illegible],RIGHT: [illegible]
GROUND CLEARANCE: [illegible]

VINDICATORS

A revolution is in progress. Dissatisfied with being exploited by road users for the menial task of signalling a turn, these small orange lights have decided to fight against oppression. No more will they be misused by the young and foolish driver or not used at all by the doddering old fool. The time has come for the Vindicators to rise up and be fre... (*Er Andy, could I stop you there a moment? I think possibly you're confusing the words Vindicators and indicators – Ed*).

Yum Yum!
CONSOLE COMPATIBLE
CART GAME

If the truth be known, *Vindicators* is a futuristic shoot-em up. The year is 2525, the venue is galaxy number TR15, the mission is to defeat the evil Tangent Empire who, (Ho Hum) are trying to invade. So far so good. Now presumably I have to enlist all my armed forces to defeat the scoundrels. No?

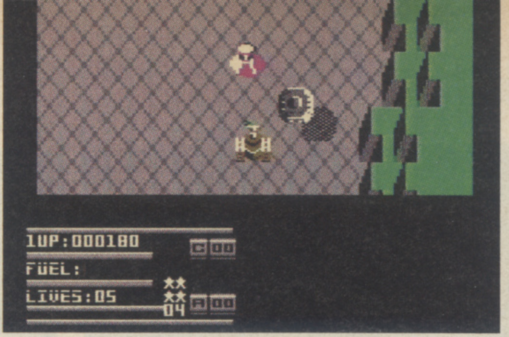
Oh I see, so I take an elite force of maybe twenty or thirty troops trained in space combat. No? Ah, so what you're saying is it's me and a tank, fine.

From the confines of your heavily armoured tank, you set off to destroy the Tangent Empire's 14 space stations, starting with the weediest and working through increasingly tough fortifications. Console owners control their tanks with joystick only while the rest of you are faced with tackling the spacebar as well. Left and right rotates the tank while forward and back – shock horror – move you forwards and back. Pressing fire activates the laser cannon with which you are equipped at the start of the game. More potent firepower can be activated by pressing both fire buttons (or fire plus space on the normal C64).

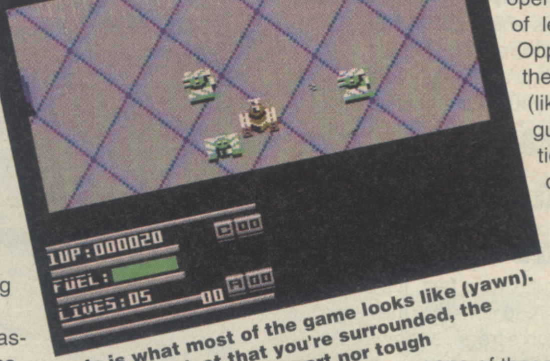
So, suitably tanked up it's off to the first level, then level two, followed closely by level three... and so on right up until level 14. Basically, there's not an awful lot of variety between levels.

The space stations are viewed from overhead, each station being distinguishable by its floor pattern. Some levels have gaping chasms in the floor which reveal the 'timeless whirls of space' beyond. These pitfalls are harmless and serve only to restrict movement and look pretty. Walls perform the same task and provide simplistic maze formations which make your route through the space station more elaborate and consequently more difficult.

Each level scrolls from top to bottom as you move through it. The idea is to find the key and which opens the end of level exit. Opponents come in the form of tanks (like your own), gun turrets (stationary but deadly) and a flying brooch... Well it's not supposed to be a brooch but it does look uncannily like one of those tarnished monstrosities your great aunt used to wear. It's by far the most powerful opponent. Not only does it fly overhead firing volleys of laser shots but it avoids your return fire with ease.



A key you need in order to make it to the next level is hidden in an awkward corner from which you'll have to fight your way out



This is what most of the game looks like (yawn). Despite the fact that you're surrounded, the opposition is neither smart nor tough

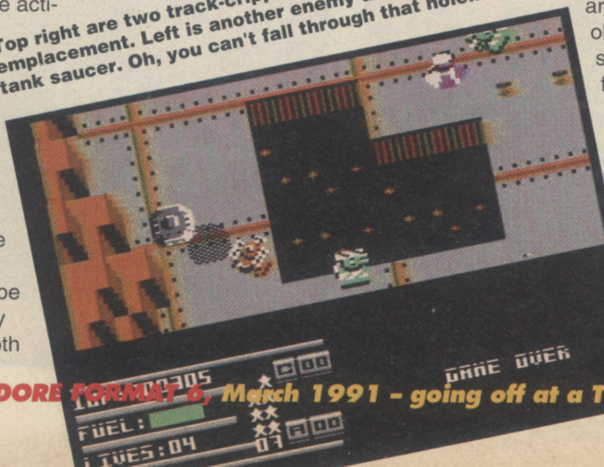
Space station floors are littered with objects; some good, some bad. Nominated for this year's Pretty Bad Object award is the land mine. In fact some space stations are almost nothing more than minefields with a bit of floor space thrown in for good measure. Falling into in the Good Object category are small, shimmering stars which are just begging to be picked up. They act like cash with which you can buy extra shields, speed, firepower and cannon bombs from the end of level shop.

Vindicators is an average game. There is a simultaneous two player option but this only marginally increases the fun. Occasional play may prove enjoyable but nothing more. The gameplay is a fairly accurate translation of the Tengen coin op, but the original was repetitive.

The graphics are adequate, but given that this is a cartridge game a lot more could have be done with it. The screens you get between levels aren't exciting enough to have you chomping at the bit. Sound effects are also competent. OK, Domark have been vindicated (*ungh – Ed*) but only just.

ANDY

Top right are two track-crippling mines and a gun emplacement. Left is another enemy defence – an anti-tank saucer. Oh, you can't fall through that hole...



Game	**Vindicators**
Publisher	**Domark**
Cartridge	**£19.95**

POWER RATING

THE DOWNERS...

- Gameplay too holds no thrill after the first few levels, it's all just more of the same
- Controls can at times be awkward and thus prove annoying
- Limited amount of opponents againcauses boredom to set in very quickly. Seen one and you've seen 'em all
- Ultimately not much of a challenge

100

55%

0

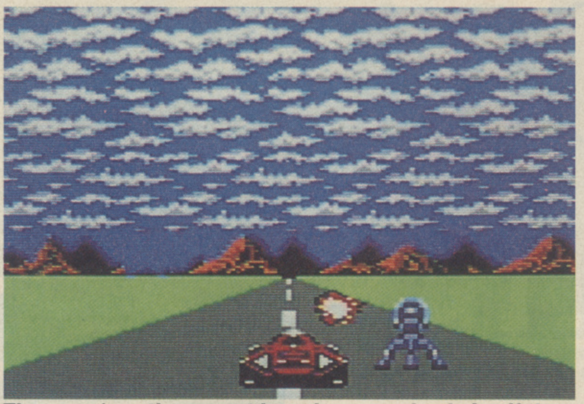
- **Two player option provides a more interesting game**
- **Faithful conversion will satisfy fans of the arcade machine**
- **Competently assembled**
- **Purchase of bonus items at the shop adds another facet saving the game from being below average**

...AND THE UPPERS

FIRE & FORGET II

Well, following nicely in the skid marks of *Fire & Forget* comes *Fire & Forget II*. Now since *F&F* number one was a bit average, you'd expect some major improvements in *F&F* number two. Unfortunately, this is not the case. The sequel is just as dull and unplayable as the original.

The plot drivels on about international peace conferences and imminent attack from a terrorist convoy. However, as you've already guessed, this nothing more than one of those drive along and shoot everything games.



The game's authors must have been on cloud nine if they thought we needed to see this much sky all the time (cloud nine is the little one just above the explosion)

Cocooned in your super-duper Thunder Master II land and air attack vehicle, your main priority is to blast your way through the ranks of armoured terrorist vehicles and reach the head of the convoy. You then have to destroy the lead vehicle and the weapon it carries.

The Thunder Master II is armed with forward firing 'ionic phasers' (small grey blobs) and homing missiles (even smaller grey blobs). You have an unlimited supply of blo – er… ionic phasers, although your small stock of homing missiles has to be constantly topped up by picking them up from the road. Likewise, fuel and kerosene supplies are replenished by picking up cannisters from the highway (a practice which usually results in major explosions – don't try this at home kids).

Fuel keeps the Thunder Master's wheels a-turning, while kerosene gets the TMII airborne! With your tanks full of this, hit take-off speed and the battle can continue in the air.

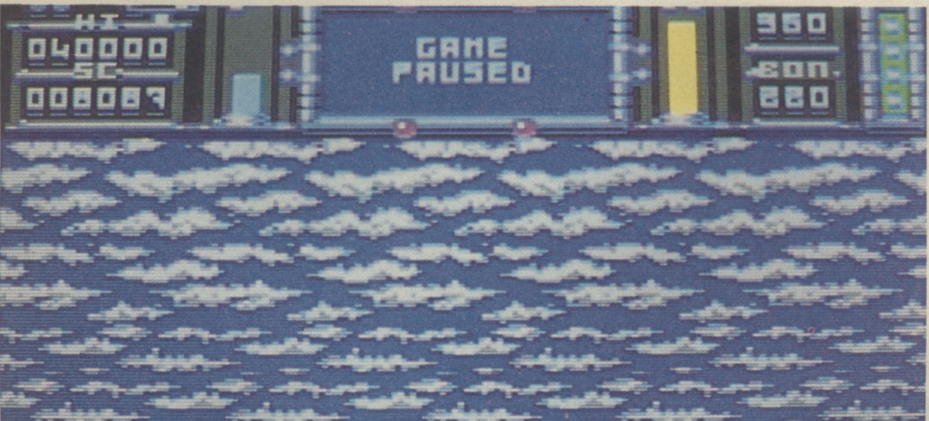
And that's all there is to it: lots of rushing around, a bit of flying occasionally and plenty of shooting. Er, yep, that really is it.

Unfortunately, it's very much a case of the vehicle standing still, while the road whizzes past underneath. You don't even need to steer if you don't want to, since the car follows the road like it's on rails. The lack of roadside graphics mean that there is little sensation of speed. The road swings from left to right to give the impression of curving but this only serves to make targetting the opposition even more difficult. There is some parallax on the scenery and sky but it adds nothing to the gameplay.

Fire & Forget II is more a case of 'fire and hope' since all it remains for you to do is press and hold the fire button and steer to avoid the enemy (easier said than done since they approach at breakneck speed and the collision detection is ropey in the extreme). Flying adds some much-needed variety but is really just more of the same.

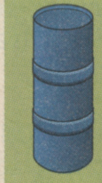
Once you've played through the first few levels, seen the same old graphics and had random death visited upon you several times, the interest level plummets. It's dull, poorly designed and tedious to play. You may as well forget this one too.

STEVE

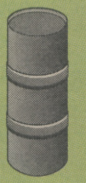


Viola! Enough kerosene and you're airbourne. Unfotunately, this is about the only time that *Fire & Forget II* ever really takes off

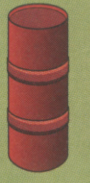
Have a pick-me-up



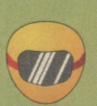
Fuel cannister (keeps the Thunder Master moving)



Missile (homes in on enemy vehicles)



Kerosene cannister (keeps the Thunder Master in the air)



Additional life (to add to the four you start with)

Game	***Fire & Forget II***
Publisher	***Titus***
Cassette	***£10.99***
Disk	***£14.99***

POWER RATING

THE DOWNERS...

- **Almost no visual variety: roadways, backgrounds and alien attackers all stay much the same**
- **The gameplay remains unchanged throughout, with only minor differences between levels**
- **Collision detection is bad, while shooting is inaccurate – simply hold the fire button down and hope**
- **There is a range of soundtracks but the tunes are all grim**
- **3D sprite update is very poor – they appear rather than approach**
- **Requires no driving skills: the car seems to be on autopilot**

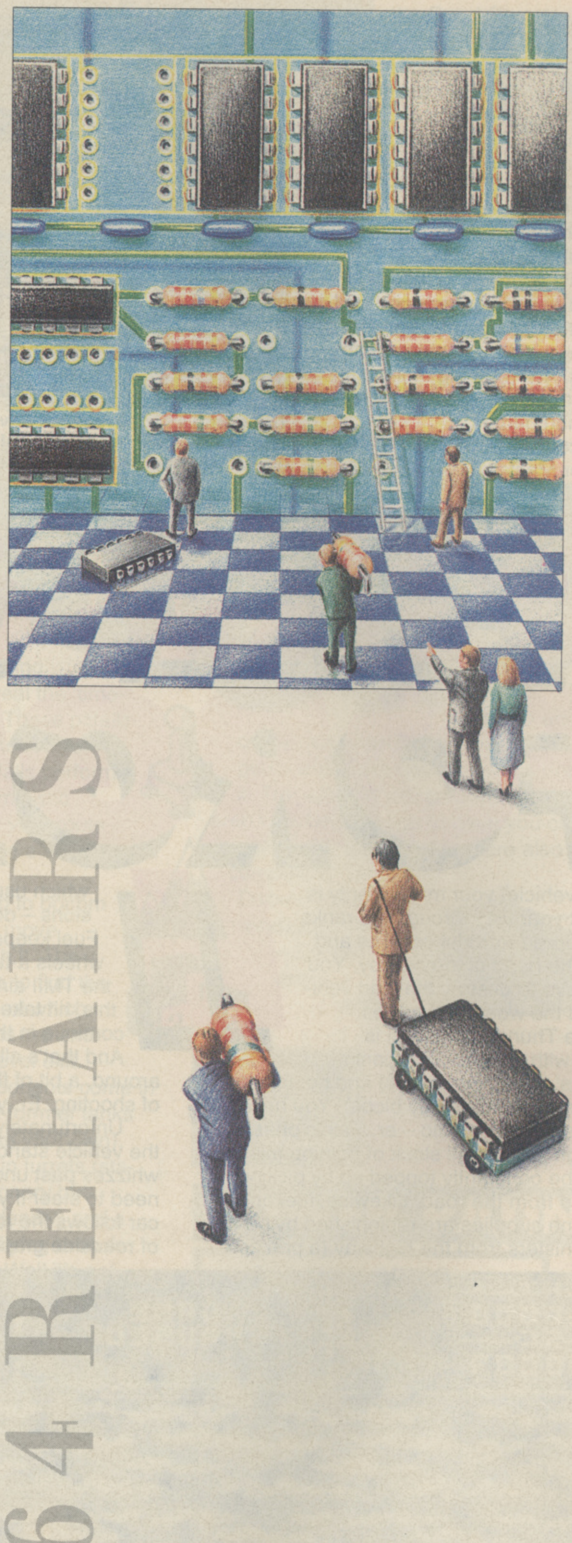
100

37%

0

- **Visually, the aerial combat sequence is handled nicely**
- **Slippery parallax on the scenery and sky, with smooth moving road**
- **Non-stop action**

...AND THE UPPERS



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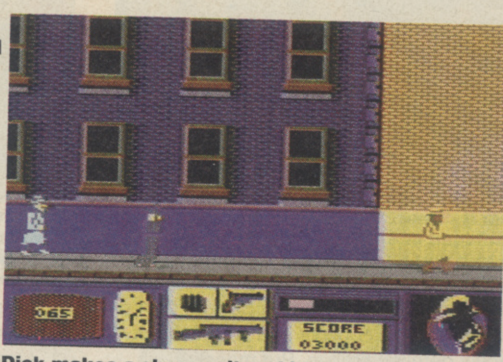
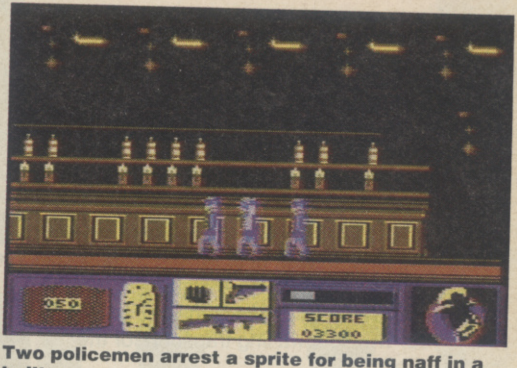
DICK TRACY

Dick Tracy, cult comic and cartoon strip hero, is cool as a cucumber and harder than an FA Cup tie against Liverpool. So cool and hard, in fact, that last year's film made about him (starring Warren Beatty and Madonna) grossed well over $100 million and finished ninth in the USA 1990 Top Ten.

The game of the film of the comic is loosely based on the following plot: Big Boy, Flat Top, Pruneface and The Brow are hiding at the Ritz plotting dastardly deeds. Dick arrives at the hideout only to discover that the bad guys have scarpered. Grabbing his cap and coat, Ricardo resolves to track down the malevolent mobsters to their hideouts.



Dick makes a sharp exit and it's hardly surprising. After fifty years of comic books he doesn't look like he's at his best right now



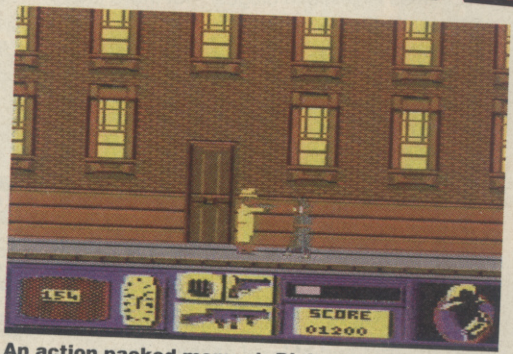
Two policemen arrest a sprite for being naff in a built up area. But is justice done? Not unless they put the rest of the population behind bars as well

It sounds like it could be fun, doesn't it? At least you'd expect another run-of-the-mill platform and shoot 'em up game. But *DT* doesn't even scale the dizzy heights of mediocrity. To give you some idea of how simple it all is, here's a description of the first two levels:

Level One. Walk right. Hold down fire button as man approaches. Man hits extended fist and dies. Walk right to next screen. (Repeat until end of level is reached.) Level Two. Men appear, carrying guns; shoot them. Walk right to next screen. Men appear. (Repeat as before.) Sandwiched between these action-packed stages are newspaper cuttings with pictures of Dick's vanquished foe – their only genuine contribution is to use up more loading time.

By now you'll probably be so fast asleep that eight million volts couldn't stir you. If you did manage to stay awake, you might take note of the jerky, chicken-like sprite animation, or the way in which Tracy's yellow coat sometimes mysteriously blends in with the background – all to the monotonous drone of the soundtrack. Then again, you might just find better uses for the cassette: a door wedge, cheap confetti (unspool tape and cut into small pieces), a weird 'n' wacky pair of glasses or a his 'n' hers pencil holder. Best of all, don't buy the game in the first place.

GORDON



An action packed moment, Dick stands very still and cunningly holds his arm out. When the approaching baddie hits it he'll disappear!

Game	Dick Tracy
Maker	Titus
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Gaudily-coloured, blocky backgrounds and sprites
- Simplistic, jerky sprite animation
- Annoying, repetitive tune which even slows down when the screen flicks
- Awful presentation, particularly the poorly-designed multiload – it takes long enough to load in the first place
- You have to rewind and reload if you get killed (and you only get one life anyway)
- Sorely inadequate instructions, which don't even convey essential information
- The action is so boring and repetitive that you won't want to come back to it after a few games
- Bugged beyond belief
- Waste of a licence

100

11%

0

(er...)

...AND THE UPPERS

004
SCORE
14550

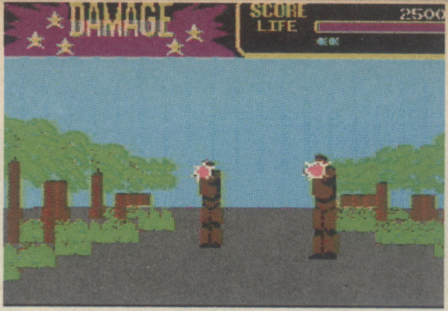
Oh no! our hero Dick is being shot at. Well, you have to look at these things objectively. It's a mercy killing...

LINE OF FIRE

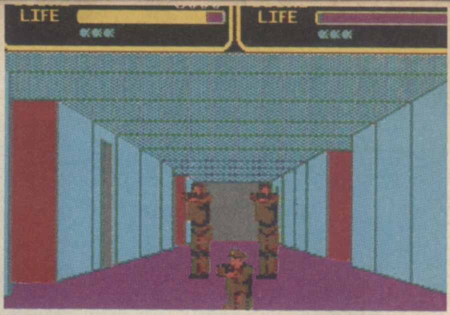
Sega's amazing 3D sprite-shifting coin-op was a real stunner (if you haven't seen it you'll have to take my word for it) and so it was with some trepidation that I loaded up US Gold's C64 version. While it was loading I remembered playing the arcade machine through to the end. As part of a two-man commando unit, you have infiltrated an enemy base and stolen their new weapon. All you have to do is sneak back out again, cross a few swamps, trundle across the desert and make your way to a waiting transport for the flight home.

Unfortunately, the enemy are on the alert. They throw everything at you – hundreds of men in jeeps, tanks, speedboats, helicopter gunships and finally jet fighters all pop up and take pot shots at you. You are armed with a cabinet-mounted machine gun-cum-grenade-launcher, *Op Wolf* style, and have to blast everything and try not to get wasted yourself. And that's about it. There are a few pick-ups to make life longer lasting but basically it's finger on the trigger time.

So, just how can that heavy duty action and those amazing 32-bit 3D graphics be emulated by the C64's weeny eight-bit brain? Moments later, I was answered: they can't. Our beloved beige box was doing it's best, moving scenery and plonking huge sprites on screen. Sadly, it just wasn't enough.



Believe it or not, there are two highly camouflaged enemy troopers on screen trying to gun you down. If only you could see them, maybe you could hit them...

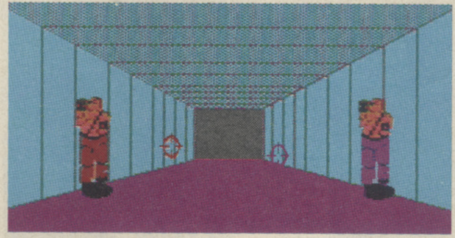


This Latin American trio might look as if they're about to burst into song, but it's more likely you'll burst into fits of the giggles when they start their act...

Section one shows some promise, with a smoothly scrolling corridor and some chunky, but nicely detailed sprites. But massive glitches on screen and enemies' naff movement (they skate towards you like ghosts) makes it highly unbelievable.

The two-player mode fails miserably at times – player two's cursor is blue, so during the first corridor section, your 'target disappears into the blue floor. Grenade-launching is also handled very poorly. Hit the Shift keys to fire and... nothing happens. Well, a couple of enemies explode in disgust, but there are no grenade-throwing graphics.

The second section is laughable. The action switches outside as you jeep it through a jungle track, lined with trees. I think the screenshot says it all.



Meet the first end-of-level bazooka-toting hard men – and kill them. They take a good few shots before exploding (er...?)

Line of Fire oozes disappointment, from the pathetic death screen (it says 'Game Over' in character blocks), to the multiload (die on level one and you have to load it in again) to the bugs and occasional crashes (don't pause it too often – it can't cope). If you can ignore the basic visuals (or have a terrific imagination) you can glean some enjoyment from what shoot 'em up action there is on offer, but let's hope the US Gold/Sega deal bears more fruit with the forthcoming *Shadow Dancer*. This one looks suspiciously like it's gone off half-cocked.

STEVE

Game	**Line of Fire**
Publisher	**US Gold**
Cassette	**£10.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- Excruciatingly repetitive gameplay
- Appalling glitches litter the screen like opponents refusing to die
- Apparently, all the enemy troops are Olympic skaters
- Screen update doesn't really work
- The fact that your grenades are invisible doesn't help
- Enemy troops have to be hit more than once but it's difficult to tell
- The scenery lacks any kind of detail whatsoever

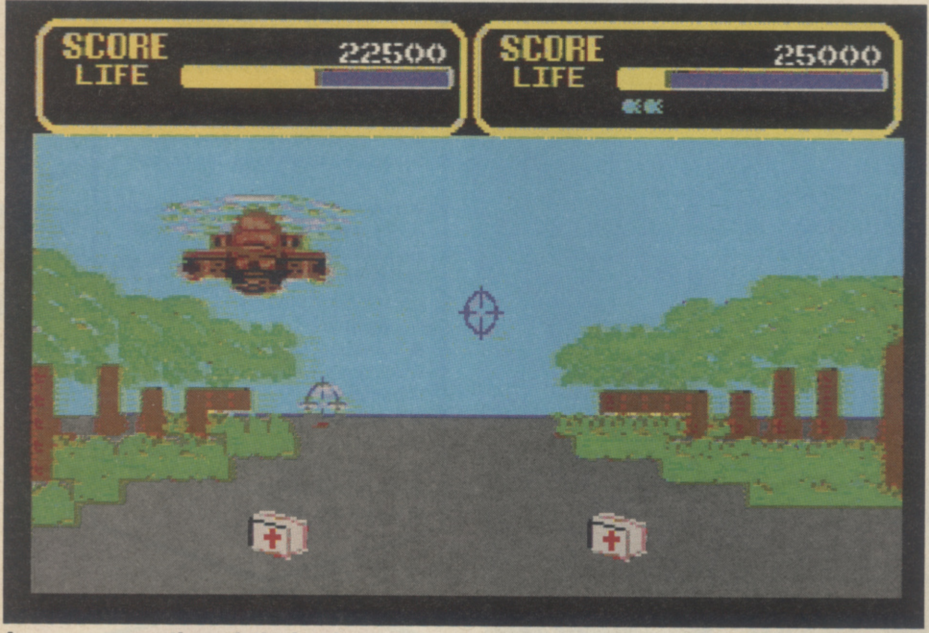
100

40%

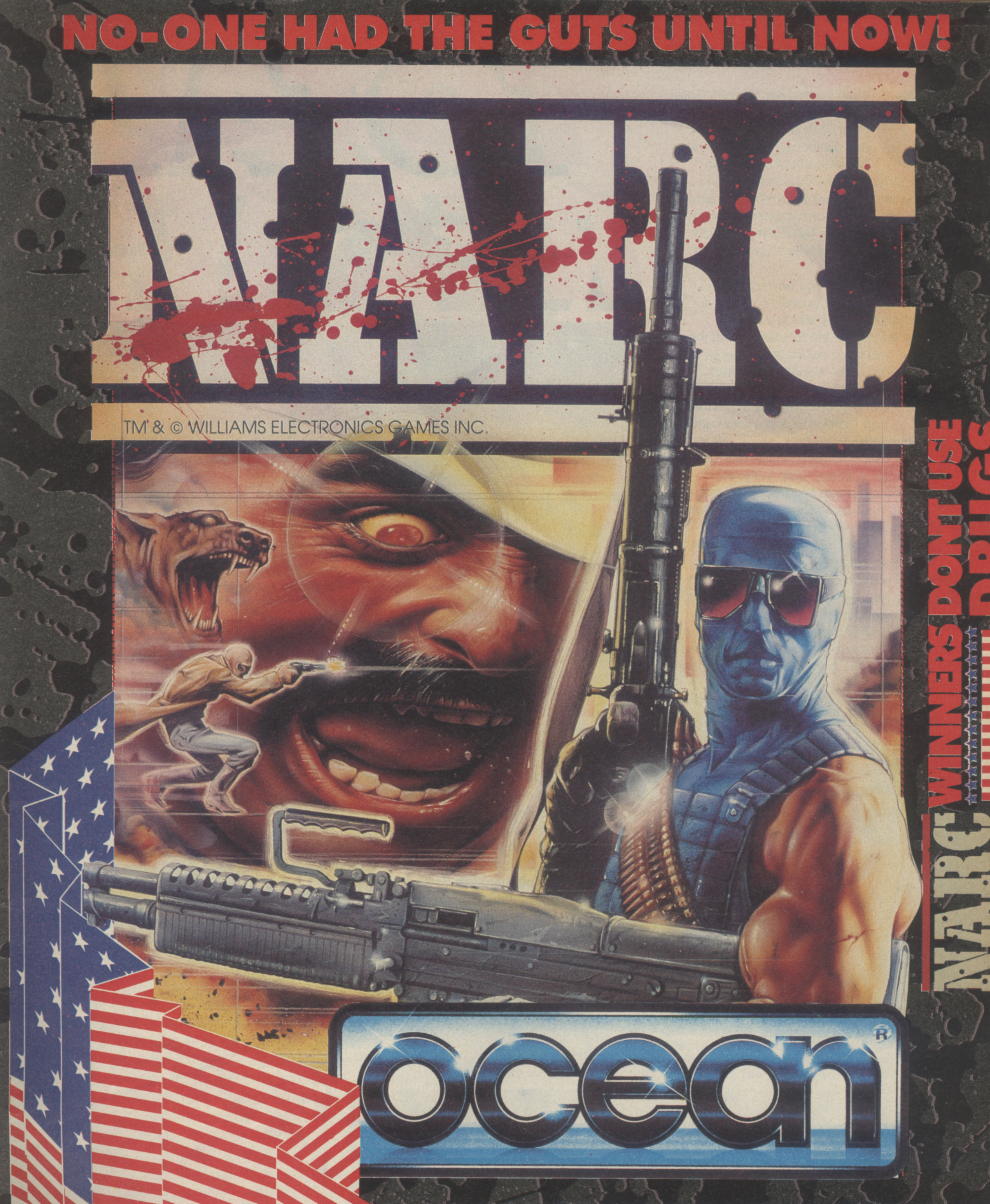
0

- **The two-player mode makes the experience of playing the game a little less painful**
- **Some clever 3D programming is hidden away in there**
- **All the original's features**
- **The action is fairly manic**

...AND THE UPPERS



As you progress through the jungle you get to collect life-supporting items like these Red Cross packages containing some warm Arran jumpers knitted by a Mrs Olthwaite of Grimsby plus several bars of Cadbury's fruit and nut. The other thing's a helicopter gunship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TOTAL RECALL

Ocean's latest film licence, *Total Recall,* has become a four level deep arcade jobby with two distinct styles. Two levels are platform/shoot 'em up combinations while the other two are driving/maze combos. Quaid, the film character you play, has had an unsuccessful memory implant. His memories have been falsified and all he knows is that the answer to this mystery lies on Mars.

In level one you have to travel across the city in order to reach a phone box with which you can arrange your trip to Mars. Along the way, you must collect a number of useful items whilst avoiding your arch enemy, Richter, the chief of police. Richter's goons are also out in force to try and make your trip a short and painful one.

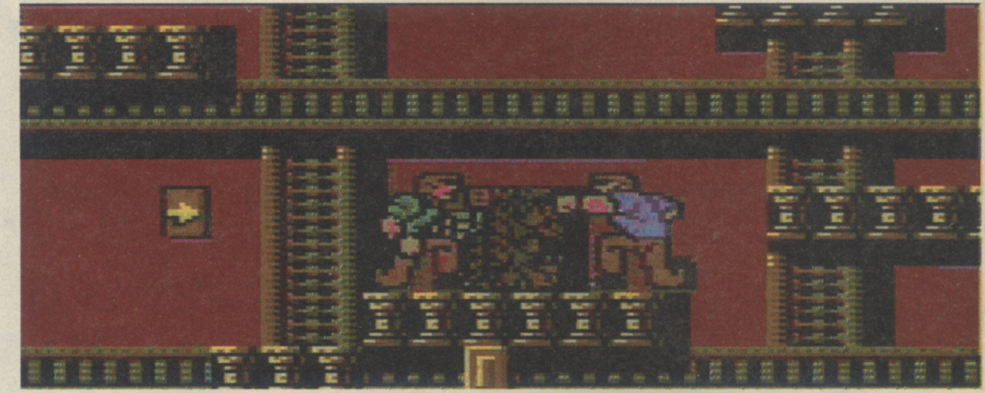
The controls are initially difficult to master. A dodgy jump to the left or right can prove hazardous as you tend to bounce off hard surfaces. Almost pixel perfect manoeuvres are required. But this sounds worse than it actually is. Get some trial and error under your belt and you're away. Nevertheless, laser beams, moving platforms and spiky pits make your ultimate aim seem all the more unattainable, while collectible shooters and energy bottles give you the helping hand you so dearly need.

In level two you steal a johnny cab and have to drive to the spaceport before the time limit runs out. In level three you have to escape from the Martian caverns. In both of these levels, armed enemy cars give chase and you come under fire. At the same time as you're trying to evade their ill will, you have to collect energy tokens and speedup icons left on the roads. Just in case this all sounds a bit too easy, there are some great chasms to be leapt. There are oil patches and piles of debris which deplete your energy on contact and serve to make the chase a real chiller. These levels are definitely playable. They're furnished with unfussy controls and smooth scrolling. Do it all before the time runs out, though, or else...

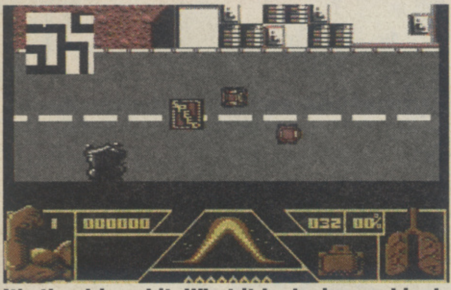
On level four our hero leaves his taxi and proceeds on foot to the ultimate battle with Cohaaggen, the previously anonymous person responsible for Quaid's implant. Funnily enough, this devious dude also has a strange urge to blow up Mars. Find and defeat Cohaaggen before the red planet does the big firework and victory is yours. But watch out for the strange cybernetic adversaries who, when destroyed, lie on the floor for a few seconds before reassembling themselves to attack you once more...

Even the graphics come from Mars. The programmers have opted for a cartoon style which works extremely well. It's colourful, chunky and smoothly animated. Gameplay too is well above average. The icing on the cake (or is that Mars bar?) is an excellent soundtrack. It's disjointed in places but the sounds are rich and atmospheric. The only niggle is that levels one and four, like levels two and three, are a bit too similar to each other. *Total Recall* doesn't have classic qualities, but it does the business.

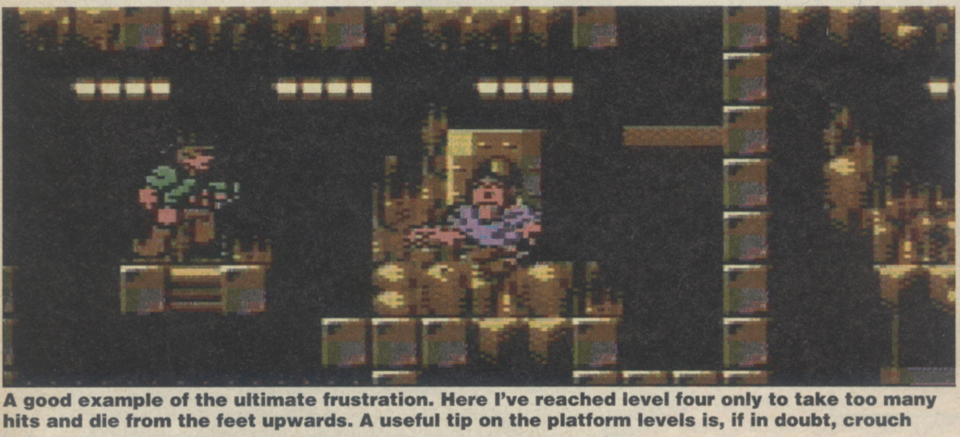
ANDY


Erm, I think a longer arm is what's required here. Actually that's not true. Before Quaid can kill this chap he has to punch his way through the crate which you can just about see disintegrating

Game	**Total Recall**
Publisher	**Ocean**
Cassette	**£10.99**
Disk	**£14.99**



It's the drivey bit. What it lacks in graphical finesse it makes up for in playability. Avoid traffic, collect tokens and get out of there!


A good example of the ultimate frustration. Here I've reached level four only to take too many hits and die from the feet upwards. A useful tip on the platform levels is, if in doubt, crouch

POWER RATING

THE DOWNERS...

- The two pairs of levels are a little too similar in the gameplay dept
- Controls are tricky
- Plenty of practice is needed to get the most out of it

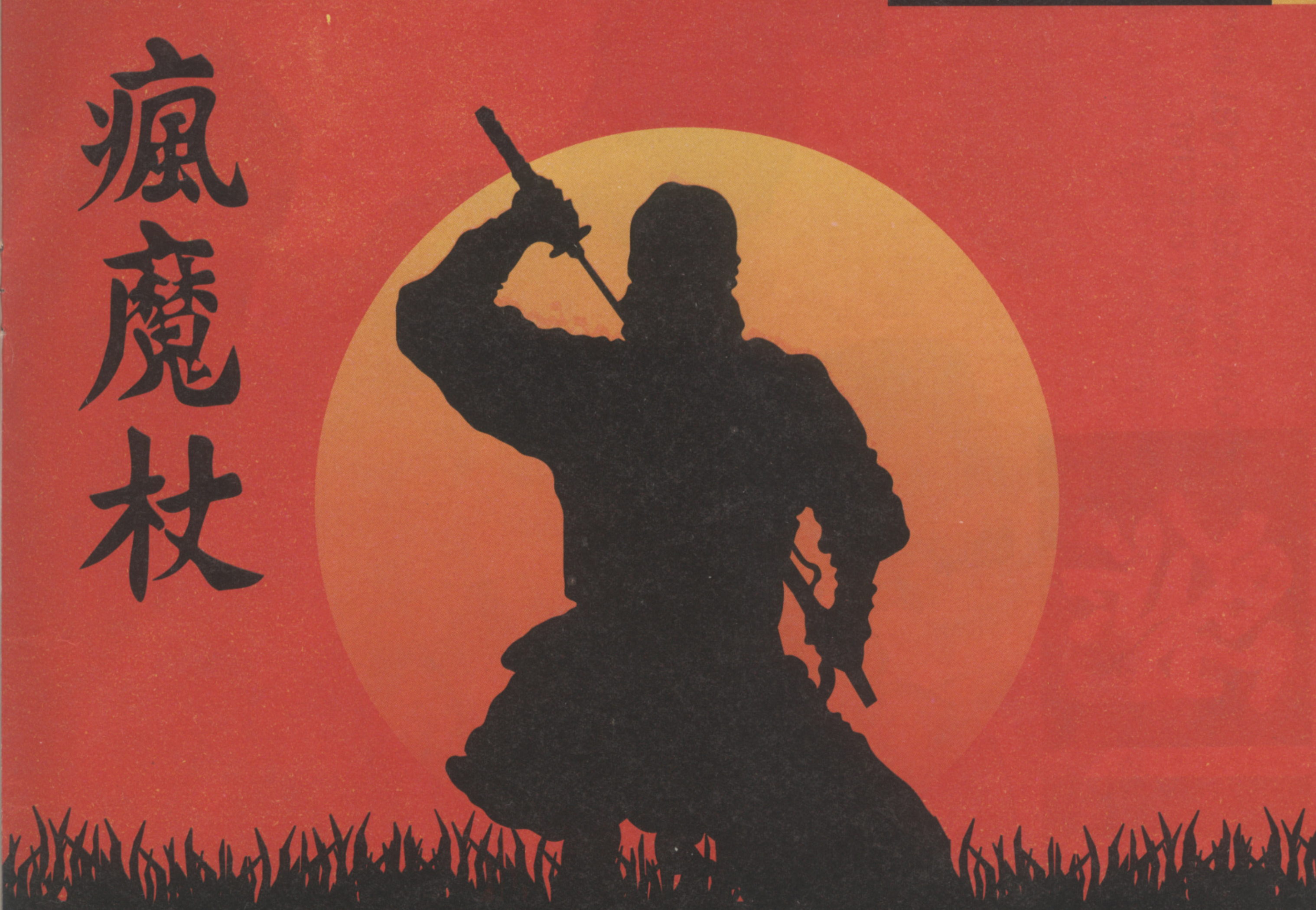
100

77%

0

- **The graphics are colourful with a nice cartoony feel to them**
- **The game structure is well ordered and undemanding, you can wade straight into the game**
- **Two very different game types (platforms and driving) prevent tedium**
- **Foreboding soundtrack**
- **The increase in difficulty throughout the levels allows you to see a little more each time you play**

...AND THE UPPERS



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NINJA MARTIAL ARTWORK
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With the imminent onslaught of two new Ninja-type games – namely *Last Ninja 3* and *Shadow Dancer* – we here at *CF* thought it was a good opportunity to give away some Ninja prizes. Any excuse, eh?

We secured a dozen copies of *Shadow Dancer* plus posters and a dozen copies of *Last Ninja 3* to be given away as runners-up prizes. But what about the main prize? Well, take a butcher's hook at our amazing Ninja poster on the next page… spiffing isn't it? This specially commissioned artwork (worth around £600 by crikey!), is all set to be framed and looks forward to the day when it can take pride of place on some *CF* reader's wall. And it can be yours! (Er… as long as you enter the competition and win first prize.) In true *CF* tradition, we aren't going to let any old bod just stroll off with the goodies. We want you to say what you think The Last Ninja and Shadow Dancer are saying to each other on our poster. Once you've settled on some chortle-worthy text, sniggered yourself silly and had to go to the toilet, write your witticism down on the back of a postcard or sealed envelope, add your name, address and telephone number, and send it to this address…

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This competition is only open to *CF* readers. No employees of Future Publishing or Masters of Oriental 'Competition Winning' arts may enter. Neither may Martians. The editor's decision, crap though it may be, is final.

Pssst! Translate the ideograms on the poster

黒帯国際

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MEET THE C64 CONSOLE – THE GS

Full details of Commodore's £99 Game System

PAGE 3

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ROGER FRAMES
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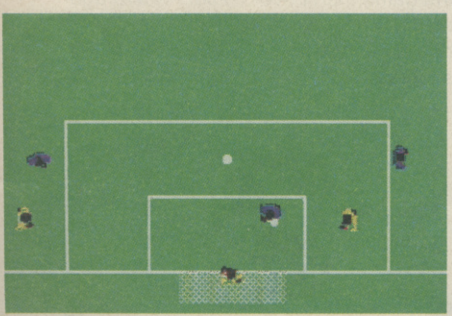
The first one to titter gets a splint round their head. Call me stupid but at no time during my holiday did I see any flags or signs warning me not to set sail in my dinghy (That's because they'd all blown away in the force ten gales – Ed). So it was that I was tossed from my craft and dashed mercilessly against the rocks. I now reside in the What Were You Thinking Of?' ward of the hospital. On with it Dyer... I need my rest

EUROPEAN SOCCER

Players, £2.99 cassette

Time to put the boot in. This latest foray into footie sims is appalling. It sets out to mimic the winning formula of Anco's *Kick Off* and fails miserably on every count. The overhead view of the pitch is just about right, as is the neat power bar which provides a guide to the force of your kicks. Other than this, however, the whole thing is pathetic. Movement is jerky, and so is the pitch when it scrolls. The computer controlled players, both on your team and on the opposing team, are about as proficient at football as Gary Linneker – with both his legs broken. To top it all, there are no visible goal keepers. Oh yes, and scoring is simply a case of walking the ball across the goal line, hardly conducive to a right old rivetting match, is it?



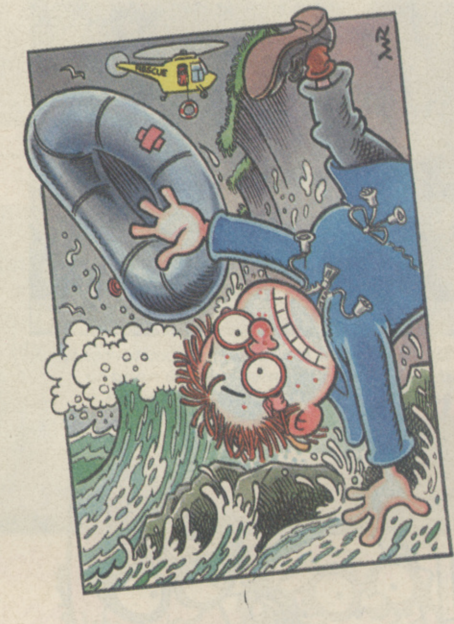
Looks quite respectable doesn't it? Don't be fooled. This is a truly dreadful game. Hang on, is that Dick Tracy out on the left wing?

The graphics are average, the sound negligible and the less said about the gameplay the better. It might just be worth it to laugh at the outrageous cassette inlay, and I quote, 'Never before has soccer action been so realistically portrayed on the computer screen.' Wot a scream.

FRAME RATE...

Ouch, this is agony, playing this tripe that is – not my injuries. I've had more fun with a bedpan and a cold handed nurse.

EUROPEAN SOCCER 20%

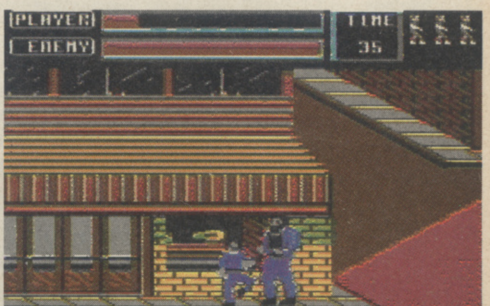


VIGILANTE

Kixx, £3.99

Oh dear. This is a sad little collection we've got this month. *Vigilante* does little to improve the situation either. It's a horizontally scrolling beat-em up in which you play a lunatic vigilante who, for some strange reason, thinks he can single handedly save Madonna (not the famous popstrel of course) from her kidnappers. Moves are hideously limited. Kicks and punches do little to deter enemies while the flying kick looks more like a ballet leap than a martial art manoeuvre.

A variety of opponents require a different number of hits to kill but other than that it's all pretty bland and repetitive. At the end of the level there's a giant of an opponent who, unlike other adversaries, is next to impossible to defeat. Yet again, average graphics and sound bolted on to 64K of dismal gameplay make this another one to avoid.



Small, rather pathetic vigilante meets large, almost invulnerable scum-bag. Appalling gameplay is bad enough, unfair odds are worse

FRAME RATE...

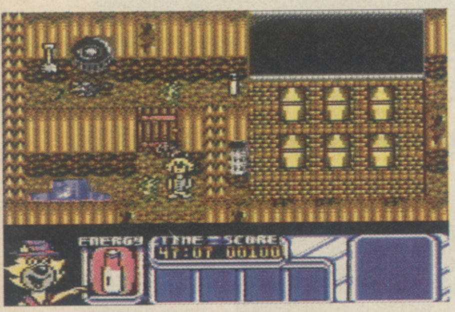
Oof, ooyah, yipes, pass me a knitting needle, I've developed a terrible itch down me plaster cast. Aaaaaaah blissful. Where was I? Oh yes, *Vigilante*. I always say why use several words when one will do... crap!

VIGILANTE 25%

BEVERLY HILLS CATS

Hi Tec, £2.99 cassette

Beverly Hills Cats is based around that classic cartoon character Top Cat. It features TC and his other cohorts in a puzzley game of the 'take item A to place B in order to find vital component C' type. Benny the Ball has inherited a fortune because the rightful heir (Amy, Benny's cousin) has disappeared. The idea is to get to Beverly Hills and outwit Snerdly the butler who is next in line to the fortune and thus trying to 'get' Benny.



T.C takes a stroll down Brown Street on his way to Badly Defined Avenue and a rendezvous with his feline chums

As TC, your first task is to roam around the alley trying to round up the gang. Try to keep your energy level up as a large reduction will cause your buddies to flee. Then it's off to Beverly Hills for much of the same at the mansion.

Graphics: TC and all his cohorts are easily identifiable. The theme tune is a bit of a disappointment though. Gone is the tune from the series and it's replaced instead by a nagging little cutesie drone. Gameplay is simplistic but for £2.99 it will provide a certain amount of entertainment.

FRAME RATE...

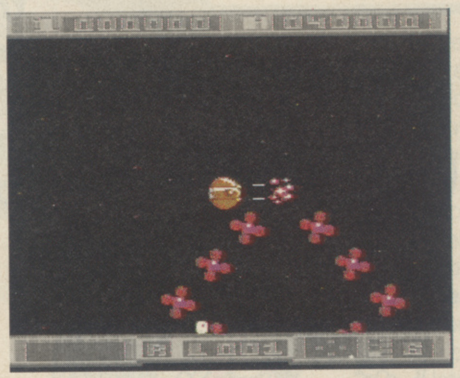
I remember only ever seeing half the episodes of Top Cat, the first half. Cos it was on at tea time, the meter invariably ran out half way through and more than one 50p piece per day was frankly unjustifiable. If you're a Top Cat fan you'll probably like this, if not it may prove a little too dull.

BEVERLY HILLS CAT 55%

HUNTERS MOON

Kixx, £3.99

To escape from a galaxy adorned with floating crystal shaped cities you need to shoot through the walls of each city, collect the crystal inside and get out quickly. But drones rebuild the walls almost instantaneously and attacks from enemy drones make the mayhem even more manic.



A Hunter pilot's job is not all excitement. Before saving the universe you need to clear up the deadly space Begonias

Controls are simple. The joystick positions correspond to the eight directions in which you can travel, while pressing fire activates your weaponry. There are one hundred and twenty eight levels but you'll have difficulty even reaching the third. This is by far the best of the bunch this month. It has challenging original gameplay, intriguing graphics, excellent sound, bonus levels, the works. Buy it, or get laughed at by the clever 64 owners out there.

FRAME RATE...

It had to happen eventually, didn't it? Just when I thought all the games were going to be awful, thus allowing me to advise against foolish expenditure, this comes along. If you really must waste your wads it might as well be on this

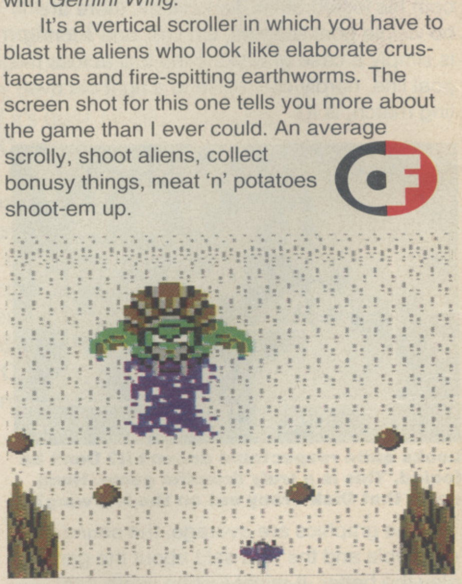
HUNTERS MOON 78%

GEMINI WING

Mastertronic, £2.99 cassette

It's nice when something out of the ordinary comes along. Sadly this hasn't happened with *Gemini Wing*.

It's a vertical scroller in which you have to blast the aliens who look like elaborate crustaceans and fire-spitting earthworms. The screen shot for this one tells you more about the game than I ever could. An average scrolly, shoot aliens, collect bonusy things, meat 'n' potatoes shoot-em up.

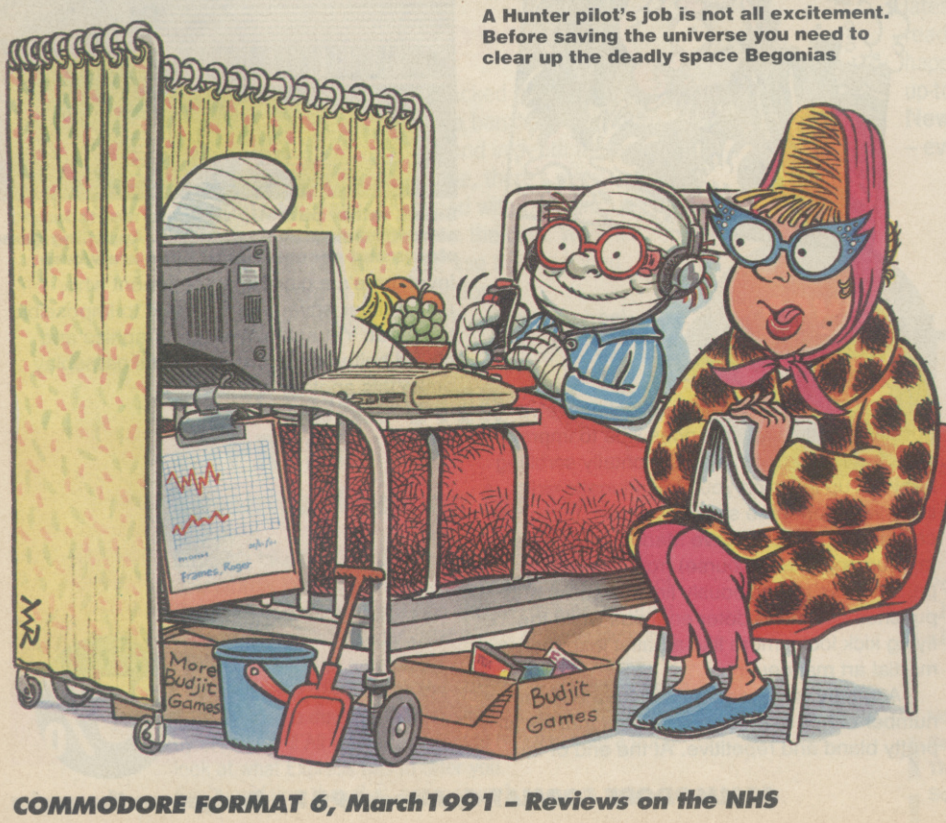


Yuk. Attack of the hideously blocky, water vomiting turtle. This is end of level guardian number one. A triumph of bad design

FRAME RATE...

I get so bored with this sort of thing. It's very rare that you get a shoot-em up that is anything other than run-of-the-mill. I needn't really say it but if your interests lie outside the world of frantic blasts then give it a miss.

GEMINI WING 65%



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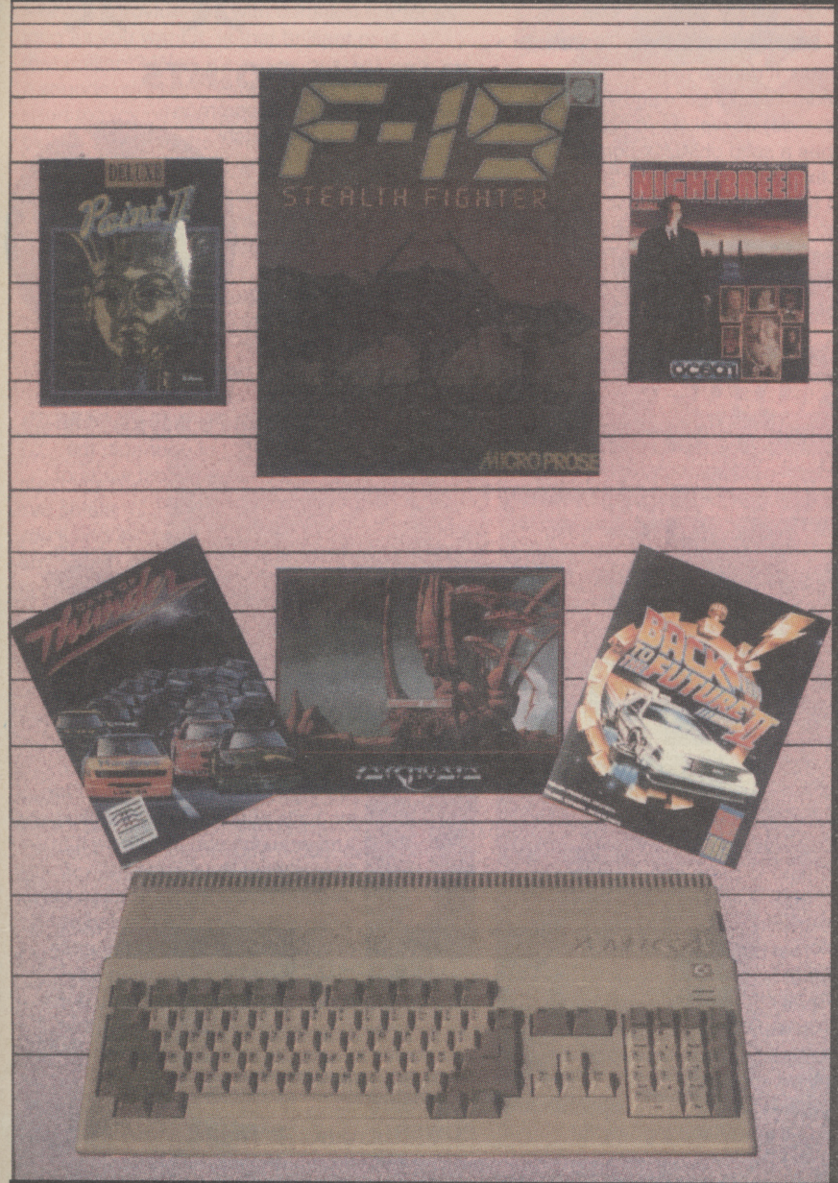

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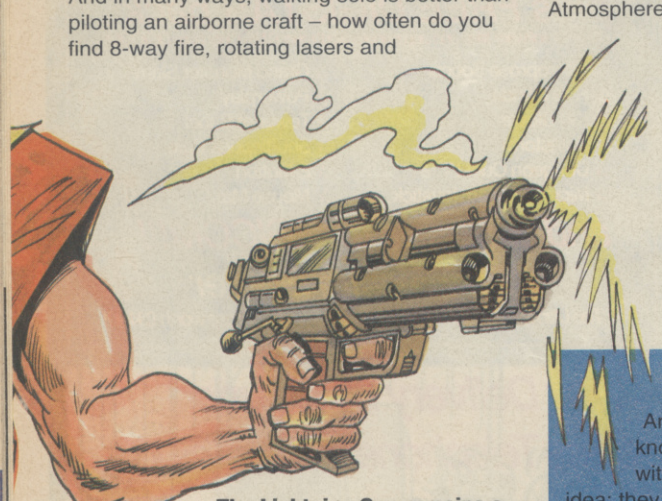
THE CF COMPENDIUM OF MEAN ...HANDHELD WEAPONS

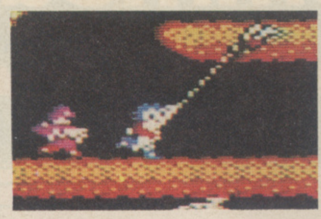
Continuing our examination of shoot 'em up weaponry, Gordon Houghton gets to grips with handguns, gadgets and grappling arms

Space ships? Walls for wimps to hide behind. Real men face aliens in the flesh, on their own. Well, not quite on their own: there are plenty of handy gizmos and blasters around to kick alien ass with. And in many ways, walking solo is better than piloting an airborne craft – how often do you find 8-way fire, rotating lasers and customised guns on a 20,000-tonne cruiser? And then there are all the extras: a shiny armoured jet-suit, gadgets like the grappling arm in *Bionic Commando*, and transformer technology, such as the Gyroscope in *Turrican*. People who pilot ships press flowers and complain about the weather: armour-clad solo warriors laugh in the face of alien hordes and tweak the toes of terror.



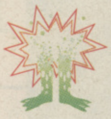
The Lightning Gun remains a favourite sidearm for many adventurers

BIONIC ARM

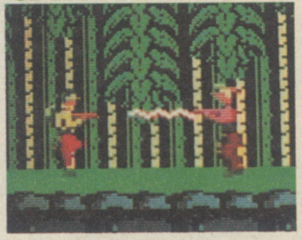


One of the oldest combat utilities still in use, the grappling arm fitted to all bionic commando body suits is an extendible length of articulated steel tubing launched by the simple press of a button. It can be aimed in three vertical directions (straight up, and 45 degrees either side) as well as horizontally. When it reaches a solid object, its grappling mechanisms fix tightly onto the surface: the commando is then able either to use the arm as a `swing' to attack enemy troops, or retract it (so pulling him to a higher level). The power and speed of the arm also mean it can open some containers, grab equipment and damage enemies.

OUTLET: Bionic Commando
POWER:

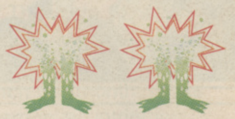


CARTRIDGE GUN

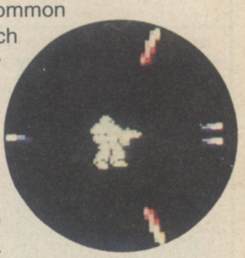


Never trust the Durrs from the planet Suna. They're a race of multi-limbed, slimy and generally horrible aliens who like nothing better than conquering other worlds. This time they've chosen the Earth, landing in an uncharted region and constructing an Atmosphere Processing Plant with which they intend to bring about a new ice age. Only one man can stop them – Lance Gryzor. Lance's real name is Bob Artichoke but he had it changed by deed poll some years ago; as Lance, he went out and bought the biggest gun you ever did see. It's fat, it's powerful, it can handle rapid-fire cartridges, multi-directional spray and a powerful laser, and it looks nice, too. (These things matter to egotistical types.) They don't make 'em like they used to.

OUTLET: Gryzor
POWER:

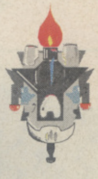


CLIP ON-POINTS

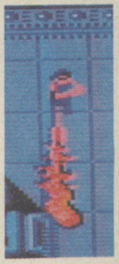


Bounty hunters are as common as tears on a football pitch these days but not many bounty hunters would have gadgets like this. It's an interface attached to any enviro-suit allowing the user to determine exactly where he fits bolt-on weaponry. Sixteen positions allow him to create a defensive circle of weaponry – but there are drawbacks. The major one is that your hardware is limited by the PSU of your suit; the minor one is the fact that guns cost wads of dosh. A gadget no warrior should snub.

OUTLET: Retrograde
POWER:

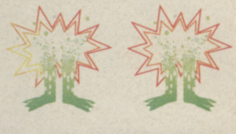


FIREBOMBS



The best thing to do with aliens that look like little brown sausages or chocolate meringues is to give them a few big balls of flame to play with. And wouldn't you just know it? This is what the Firebomb weapon does. It's a variation on a flame thrower, but instead of having one continuous flame it rapidly emits fiery gobbets, destroying anything stupid enough to catch them. You don't get to smell the stench of sizzling xeno, but you do live longer.

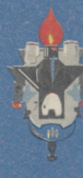
OUTLET: Alien Syndrome
POWER:



THE RATINGS

Any discerning mercenary needs to know what he's carrying into battle with him. These ratings give some idea: they take into account not just how powerful a weapon is, but other factors such as how often you can use it, its originality (or otherwise), and whether or not another gun could do the job just as well.

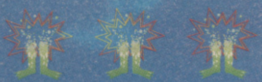
large mother alien



Most shoot 'em ups with stonking great mother aliens in them need weapons of this calibre. Usually kills all known life forms with a single blast.

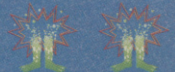
three aliens disintegrating

A weapon for the trigger-happy: do you enjoy mowing your way through evil slime-balls without considering what their families might think? If so, this is for you.



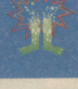
two aliens disintegrating

A good all round blaster which might not be tops in the power stakes but does have enough punch to make the baddies wash their trousers regularly.



1 alien disintegrating

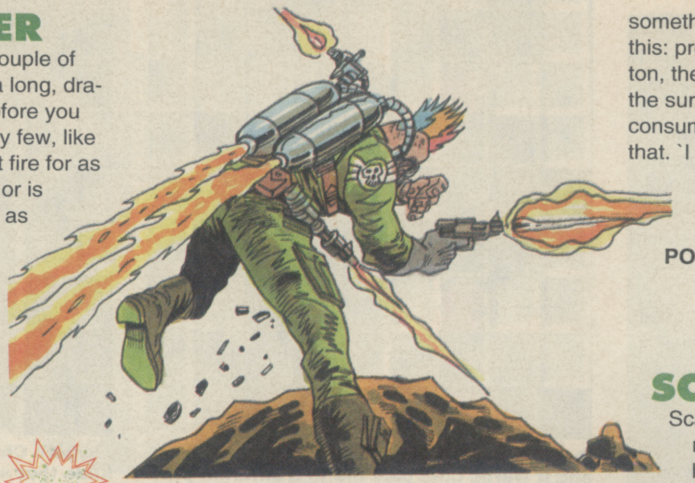
A weapon or utility with a strong yellow streak down its back: only recommended for the most dextral joystick jugglers.



MEAN

...NEXT MONTH

Be safe on the streets – check out our favourite aliens



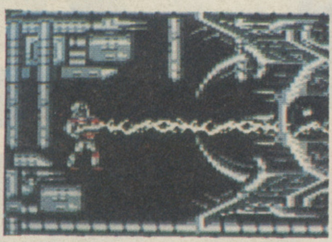
Up, up and away. The jet pack is ideal for getting rid of those rapid deployment blues

FLAME THROWER

Some flame throwers give you a couple of spurts and a grumble; some give a long, dramatic flame that burns itself out before you can say, `Where's the refill?' A very few, like this one, provide you with constant fire for as long as you want it. Is that brilliant or is that brilliant? Well, it's not as good as it sounds, since the flame is too short to pick off the distant blobby xenomorphs before they plop all over you. Still, if you want to do some spectacular short-range sizzling and you love the odour of roasted alien flesh, it's well worth it.

OUTLET: Alien Syndrome
POWER: ✹

GYROSCOPE



Probably the most innovative shield you'll find in any shoot 'em up, *Turrican*'s Gyroscope doubles up as a near-invincible weapon. Mr T's body-suit is fitted with the latest in transformer technology which, with the simple press of a key, compresses him into a spinning disc of death that cuts a swathe through most alien life forms. Only stonking great mother aliens can destroy our T when he's in Gyroscope mode. And a loud hurrah to that.

OUTLET: Turrican
POWER: ✹ ✹ ✹

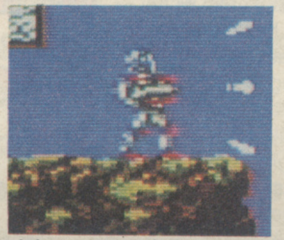
JET PACK

Games such as *Forgotten Worlds* and *Side Arms* tend to ignore planetary gravitational forces; *Dropzone* doesn't. It's set on Io (Jupiter's second moon) after a robot war in 2085. The human race is mining for crystals to build an advanced stardrive system; the Jovian aliens think they should have asked first, and war breaks out. The player is sent into the drop zone to protect scientists against waves of attackers, armed with this natty jet pack. Not only does it provide unlimited thrust, it's also fitted with three strata bombs (smart bombs to you and me), limitless laser fire and a cloaking device. And if that's not handy, Gary Lineker is a three-legged Dutchman.

OUTLET: Dropzone
POWER: ✹ ✹ ✹

LIGHTNING WEAPON

Now here's an odd fish. It's not a laser, it's not a flame thrower, and it's not a stream of bullets – it's a combination of all three. It comes with simple instructions: 1) hold down the fire button until a sizzling blast of electrical energy emerges from the gun; 2) move the joystick left or right to rotate the weapon; 3) collect power-ups to extend its range. The only disadvantage to this unique and powerful item of hardware is that it draws so much energy from the armour-suit itself that Mr Turrican has to remain stationary while operating it.



OUTLET: Turrican
POWER: 🔥

NAPALM BOMBS

Ordinary bombs? Too simple for the likes of the Emperor Bios, God of Destruction. This big fat fiend has been turning cities into Dust Ruins, spawning servant gods and putting his hands in the till. Along came two warriors created from the anger in peoples' minds (complete with cool shades) – and they're determined to stop him. Hence the bombs. Even though the napalm variety are pretty expensive, they produce spectacular results. They work something like this: press the button, the bomb drops, the surface of the city is consumed in fire. Simple as that. `I love the smell of napalm in the morning.' (Spot the quote.)

OUTLET: Forgotten Worlds
POWER: ✹ ✹

SCATTER FIRE

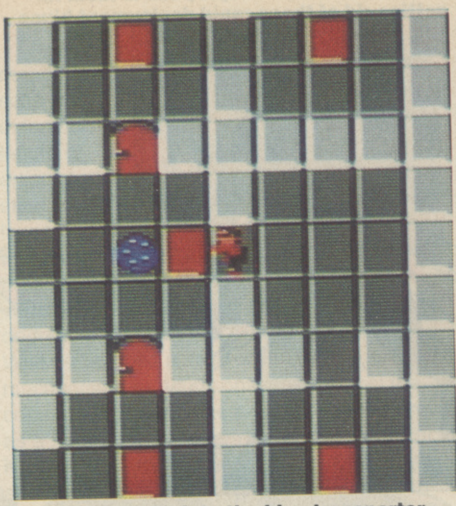
Scatter Fire isn't a new concept, but it's rarely used to its full potential as a hand-held weapon. Some games either give you full eight-way fire and nothing less (*Forgotten Worlds*), others limit you to three-way fire and leave it there (*Gryzor*). *Turrican*'s version comes in three parts: the standard gun emits single rapid shots, and collecting extra Scatter Fire units gives first narrow three-way fire, then wide three-way fire. It's more useful than a laser when facing hordes of aliens since it can destroy many targets over a wide area; however, it can be lacking in power against larger enemies.

OUTLET: Turrican
POWER: 🔥

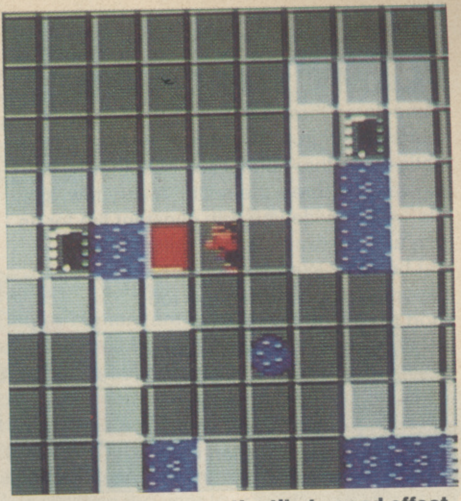
The flamethrower – also known as the 'zippo' to its friends

Future fighting fun

Most of the weapons in games are variants of modern day armament. There are a whole variety of bombs and grenades in games such as *Turrican*, *Forgotten Worlds* and *Alien Syndrome*; lasers crop up just about everywhere (although in more controlled and powerful forms than modern technology can achieve); force shields are simply advanced forms of armour; bullets feature as rapid-fire energy beams; jet packs and flame-throwers are already with us. A few of the weapons are genuinely new, however: the wide-angle effect of scatter-fire and multidirectional weapons, the bionic arms and gadgets that allow weapons to be positioned automatically as a shield around the combatant. *Turrican* stands way above the rest in terms of innovation, particularly the Gyroscope, Lightning Weapon (a hand-held directable electric beam) and Energy Lines (a kind of smart bomb interrupted by landscapes). In the forthcoming *Turrican 2* there are more goodies on offer, including the best laser you'll ever see, the Master Flash (a variation of the lightning weapon) and – the ultimate in hand-held hardware – the Super Weapon, which unleashes the full combined force of armoured player *and* ammunition all over the screen.



Push the red tile into the blue transporter and it warps Chip plus tile to a different part of the maze...



...where Chip can use the tile to good effect. Slide that sucker over the water to reach the chip – and then do it again!

CHIP'S CHA

It's a Corker!

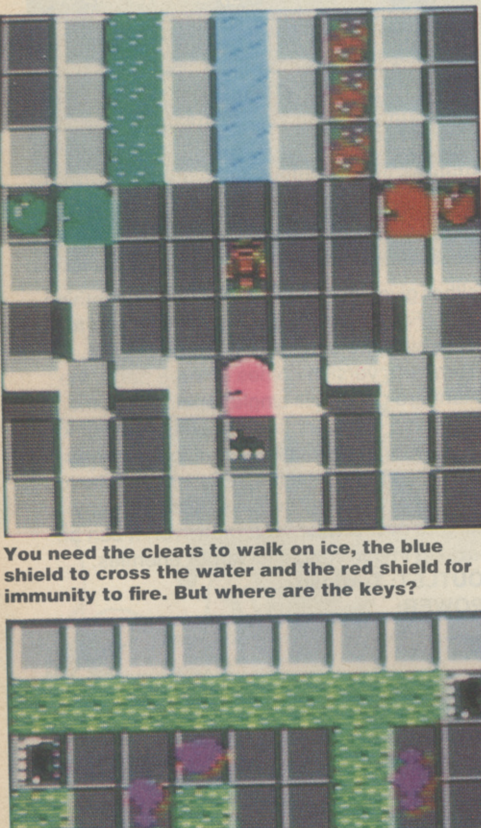
Nerdy old Chip MacCallahan has a problem. It's not the fact that he's a skinny geek, has spots, wears glasses and doesn't have any friends at all. Well, yes, that is kind of a problem, but *this* problem's even bigger. He fancies Melinda the mental marvel – school brainbox and bimbette all rolled into one – like a man with Monopoly money fancies a Big Mac with extra fries.

As you can imagine, a skinny geek with spots, specs and all the social graces of a dung beetle has about as much chance of getting off with Melinda as a small piece of gravel. However, this high IQ heartthrob realises that beneath Chip's vile exterior beats a heart of gold; even this poor nerd deserves a crack at the title, so she offers him a challenge. If Chip can complete it, he can join her elite computer club, the Bit Busters (and maybe even cop for a bit of a snog as well).

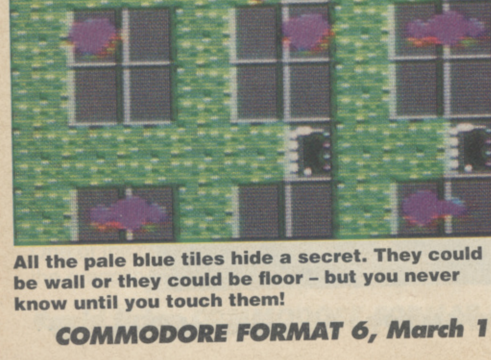
Obviously Chip accepts (otherwise the game would be called *Chip Stays Home* or something and be very boring indeed) and sets forth on his task. To stand any chance of rubbing zits with Melinda, Chip has to enter a series of mazes and recover all the silicon chips that lie within (just how Melinda has managed to construct these vast labyrinths remains something of a mystery).

As you can imagine, Melinda isn't going to let this little creep within groping distance without a fight and has prepared all manner of devious problems to make life as difficult as possible for Chip, not least of which is the fact that there are 140 mazes to complete. By the time he's finished, Chip will probably stand a better chance of joining the local cemetery than the Bit Busters...

Each maze is set over several screens which scroll around keeping Chip in the middle of the action. Chip is guided about via the



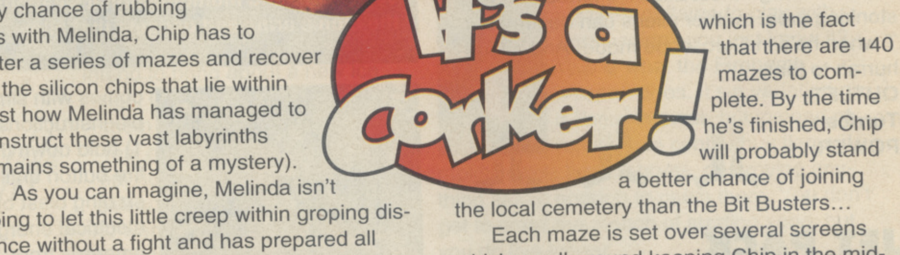
You need the cleats to walk on ice, the blue shield to cross the water and the red shield for immunity to fire. But where are the keys?



All the pale blue tiles hide a secret. They could be wall or they could be floor – but you never know until you touch them!

Melinda's mindfield

Things to watch out for



Step on this square for hints on how to complete the level

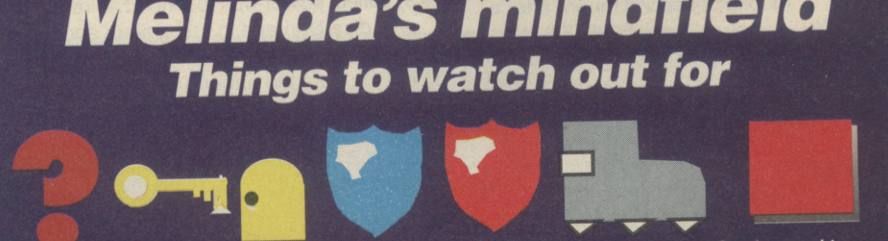
Keys open doors of a similar colour

Allows Chip to walk on water

Allows Chip to walk through fire

Allows Chip to walk on ice

Can be used to bridge water, explode bombs or alter the path of creepy-crawlies



Allows Chip to walk across magnetic paths

Lets Chip – and even tiles – warp from one location to another

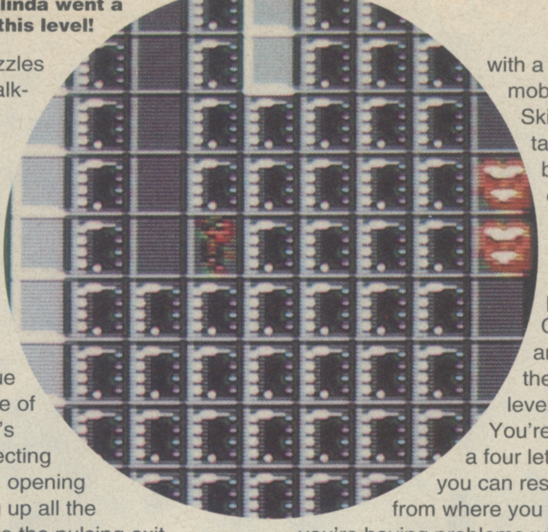
Activated by Chip or creepy crawlies to open and shut gates

Manufacture an endless supply of red tiles, generate monsters or deactivate sticky pads

Explode on contact – fatal to Chip

If Chip touches this he stays stuck until the timer counts down

Phew! Erm... is that enough chips for you? Obviously Melinda went a bit overboard on this level!



joystick and solves puzzles by a combination of walking over items to pick them up, stepping on switches to turn them on or off and pushing tiles along.

The first ten levels are training levels where Chip is gradually introduced to the variety of traps and hazards which he is due to meet over the course of the next 130. At first, it's simply a matter of collecting the colour-coded keys, opening the right doors, picking up all the chips and toddling off to the pulsing exit. Then, bit by bit (or should that be byte by byte?), Chip falls foul of increasingly devious puzzles and problems. For instance, to walk on water, Chip first has to find the blue water shield. Or maybe, he could push the red tiles onto the water to make a bridge...

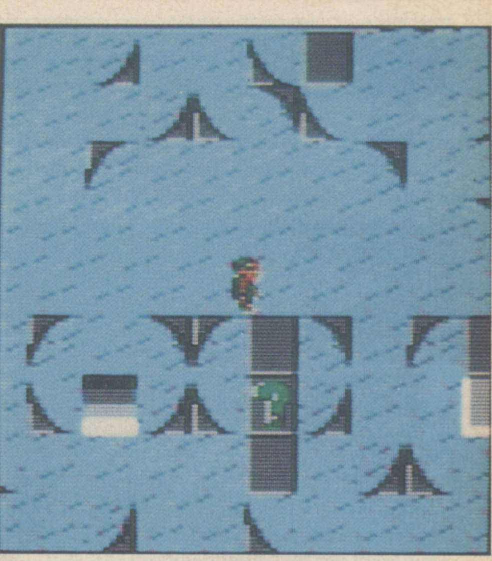
As well as invisible walls, switches, one-way barriers and the like, Chip must contend with a variety of mobile hazards. Skittering bugs, tanks that move back and forth, chomping mouths and room-orbiting fireballs all prove fatal to Chip. One touch and it's back to the start of the level. But relax. You're provided with a four letter code so that you can restart the game from where you left off. And if you're having problems with a specific level, you even have the option of skipping it!

There's a jaunty soundtrack to jolly things along, but it's perhaps a little *too* jaunty. After a few seconds of extremely blissed-out jauntiness, I was more than happy to opt for sound effects only.

CC's only downfall is in its visuals – couldn't we have had some smooth scrolling or neater animation? Still, *Chip's Challenge* is playable in the extreme. Each level is different from the last and the programmers must have a vicious sense of humour: you're often tempted into finding wildly complex solutions when simply moving one block would do!

Only you know deep down if puzzle games leave you cold or give you the hots. If it's the latter, *Chip's Challenge* is one of the best available. But be warned: once you start playing you won't want to stop – and with 140 very playable levels it could be a long night!

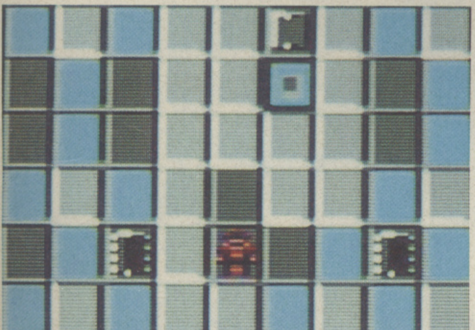
STEVE



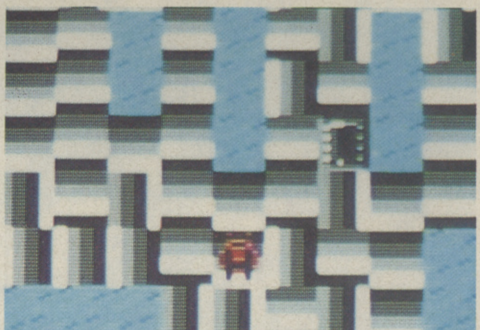
Step onto the ice and Chip merely slithers along until he bounces off a wall, stops on a tile or is sent in another direction by the curved blocks

ALLENGE

Chip's getting pretty desperate for a girlfriend. But not any girlfriend – he wants to go out with Melinda the Mental Marvel. Brains or beauty? She's got 'em both. However, she's got her reputation to consider, so she's set him a task. Well, 140 taskettes actually. (Doesn't want much, does she? Flippin 'eck!) Our reviewer went to give poor Chip a hand...



Chip can walk on the purple stuff, but must avoid contact with the Blobs. Move a chip, though, and the greenies roam free...



An absolute stinker of a level, this one. Chip is dragged along by the magnetic stripy grey paths, and slides helplessly across the ice!

Game	**Chip's Challenge**
Publisher	**US Gold**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Jerky scrolling is the main moan

100

90%

- **Incredibly devious designs are extremely challenging to play and rewarding to solve**
- **Every level offers a different challenge – you never know what to expect next**
- **Merciful level skip option and coded restart help keep you Chipping away!**
- **140 big levels – more than enough to soften the most hardened of puzzlers**
- **Plenty of good presentation points, like the intro sequence and general ease of use**
- **The multiload is handled pretty well – tape user don't suffer too badly**
- **It's just pure addiction!**

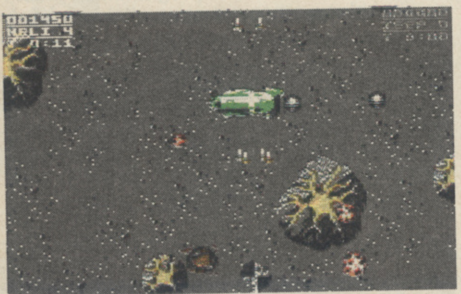
0

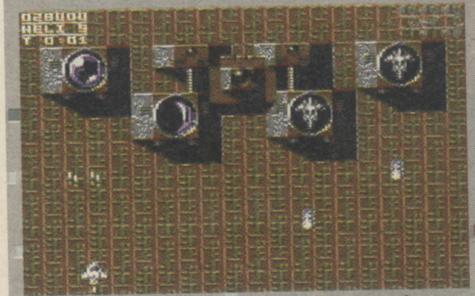
Storm are living up to their name at the moment, releasing one rapid fire game after another. With a choice of helicopter or buggy, our reviewer decides to take off in search of the fearsome Silkworm IV missile, dodging radar by sticking to the nap of the Earth. Read what he has to say in this official debriefing

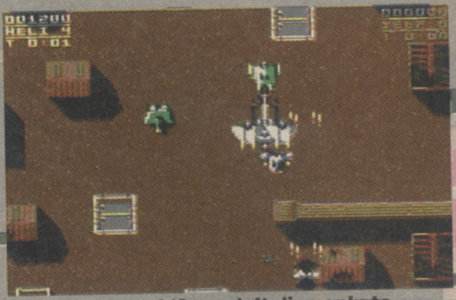
SWIV

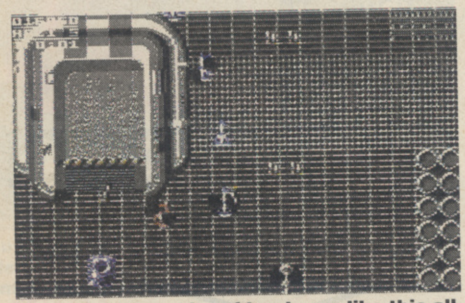
The truth is out, finally we know what SWIV stands for. It's not Sexy Women Invade Venus, nor does it mean Slightly Wet In Venice. No, it actually has three meanings. The first is your primary objective – Secret Weapons Installation Verification. Next is your secondary objective and your means of attack – Special Weapons Interdiction Vehicles. The third refers to your enemy's new and rather potent missile, the Silkworm IV.

As in *Silkworm*, the game that may or may not be related to this one, you can take control of either a buggy or a helicopter. You can also invite a friend to take one vehicle while you control the other and play simultaneously, a rip-snorting option if ever I saw one. Depending upon your choice of vehicle, the nature of the task ahead varies considerably. The chopper allows you to fly over ground defences (though you'll still be at the mercy of their return firepower), whereas driving the buggy means avoiding buildings, rivers, ground cannons and so on. Route finding skills play a major part for the buggyist. Piloting the chopper is dead simple, it always faces straight ahead so it's just a case of moving forwards, backwards, left and right and pressing fire. The buggy is slightly more difficult to handle in that your weapon fires in the direction you're facing.


One of the weedier mid-level toughies. This mine layer isn't difficult to destroy but its deadly deposits can prove fatal for the jeep

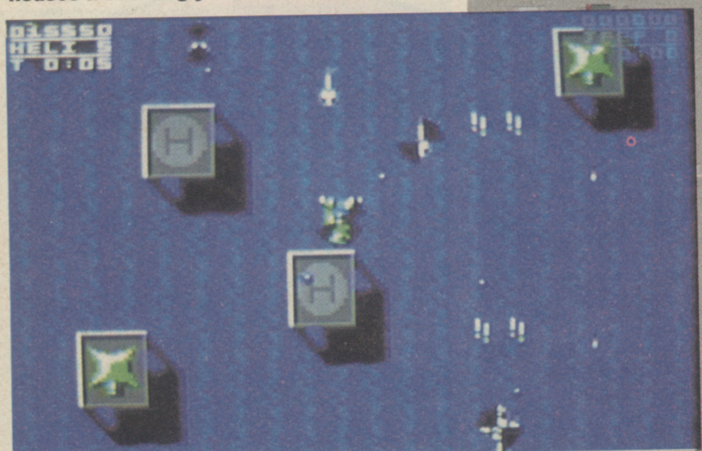

Here we see one of the most devastating end of level guardians. The glass domes slide back to reveal hugely powerful guns

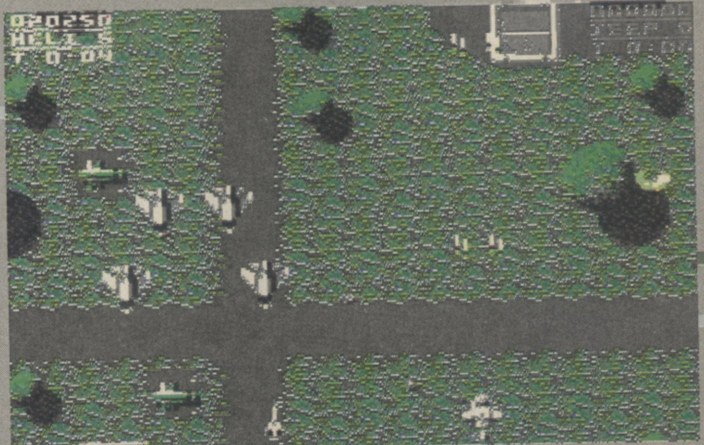

Ah, the beloved 'Goose'. It dies only to reform as an even more powerful adversary. Defeat it, and a luvverly bonus is yours

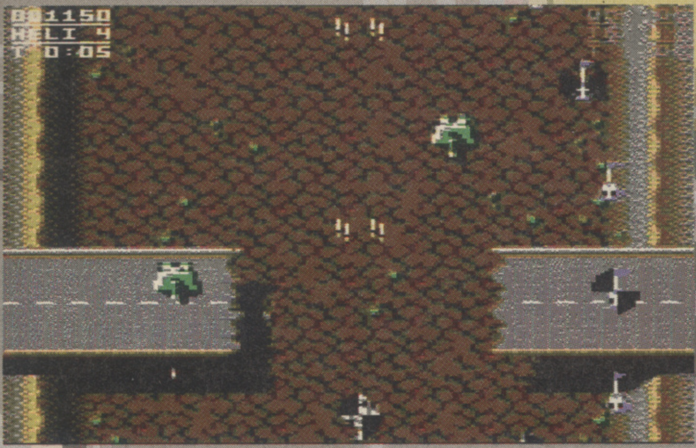

You'll find huge bits of hardware like this all over the place. This particular monstrosity houses a seemingly endless supply of tanks

Each of the four levels is 41 screens long. The stages are pretty darn vast and action action is as fast and unrelenting as this, they seems to go on forever. Level one takes you through a ghost town, then a desert. Level two covers an airstrip, the sea and finally some grassland. Level three visits future zones – dried up riverbeds and a lake sandwiched in the middle. The fourth and final level is a volcanic lava field which leads ultimately to the Sci-fi Zone (the final stage). The main difference between each of these stages is that the scenery changes. But your opponents just continue to attack relentlessly. One other point to note about the stages is that when the watery areas appear, buggy drivers must transfer to an attack boat by running into it on the dockside jetty.

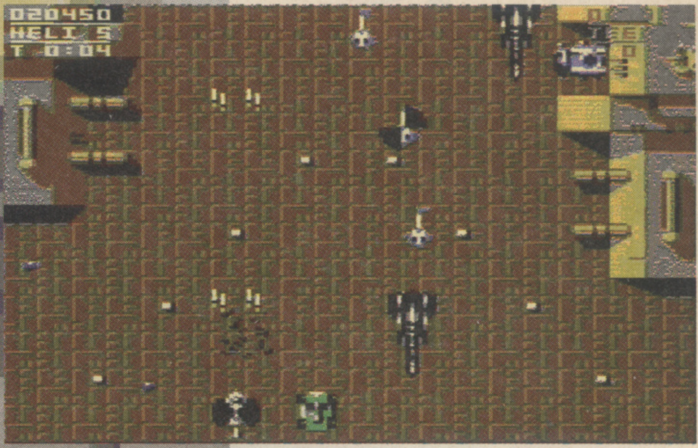
There are more baddies than our editor's had good ideas (*you're not wrong there,*


The watery sections contain shadowy platforms and zippy little power boats. If you're using the jeep you must transfer to a small armoured boat at this point and shout 'ANCHORS AWEIGH!'

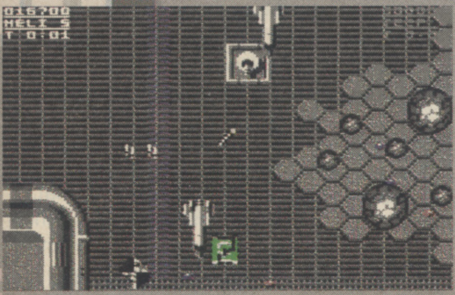

Believe it or not this isn't one of the busier sections. The action in *SWIV* is non-stop – wave after wave of these planes are supported by choppers and tanks. The only way to take a break is to hit pause



And this is why we pay our road tax? The dried up river beds might be unappealing to the eye but they're a treat for the shoot 'em up freak. This is where the action gets phenomenally hectic



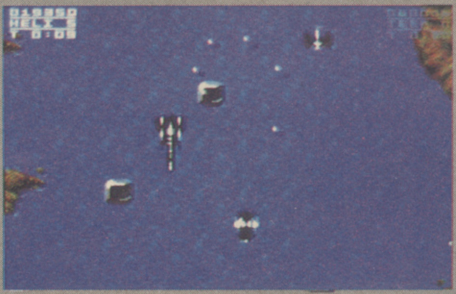
Wot a team! Here we see the chopper and the jeep fighting side by side. I know the jeep looks like one of the statues on Easter Island but it's a lot more destructive than your average tourist attraction



The only way to admire the backdrops is to watch a friend playing. These hexagons inhabit the techy level near the end

Andy. My worst idea by far was employing you – Ed). Although different in appearance, many of an individual level's opponents share the same characteristics and attack formations. This matters not though, as there are still sufficiently large numbers of different attack waves to keep you pummelling away on a level for ages before you become even vaguely familiar with the patterns.

So, to the beasties themselves. If you had to classify the opponents in *SWIV* they would fall very loosely into three categories: assorted bog-standard cannon fodder, the mid level toughies and the end-of-level guardians. Cannon fodder is a bit of a misnomer really as it's often you who becomes the fodder for their cannons. Enemy choppers are by far the most numerous form of adversary. Some waves merely harass you by being there, others fire back. On the ground, large cannons emerge menacingly from hidden underground bunkers while surface-based ground cannon fire almost non-stop (dispatching them quickly is of vital importance). Metallic birds only fire back when fired at themselves. This means that the incurably trigger happy will eventually get their come-upance.



Destroy those eerie black things as soon as possible or suffer their wrath – a release of fire power that spells certain death

The end of level baddies are all fairly similar ground-based gun-clusters but each one is increasingly more elaborate and difficult to defeat as you battle through higher levels of the game.

SWIV's graphics are excellent. The animation is smooth and the backdrops and sprites work well together. Sound is a funky groove thang as well. A juicy soundtrack with stonking explosions and gunfire increase the adrenalin factor no end. Above all it's hugely playable. The single player option is dead spiffy and the two player mode doubly so. A splendid shoot 'em up which no self respecting gamester should overlook.

ANDY

Game	**SWIV**
Publisher	**Storm**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- ■ The levels are a smidge too similar in the gameplay dept
- ■ Boring end-of-level baddies

100

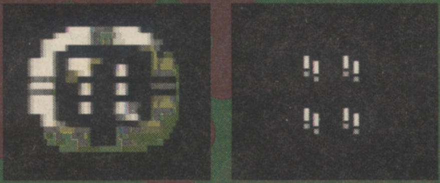
88%

- ■ Huge levels equal huge value for money
- ■ Choice of chopper or buggy for two-pronged challenge and extra lasting appeal
- ■ The two player option calls for real team work
- ■ Sound: ignore the parents, whack up the volume and live a little
- ■ Almost faultless progression makes you yearn for game after game
- ■ Sprite movements give a real feeling of depth. It really is a game on two levels
- ■ Bucketloads of aliens

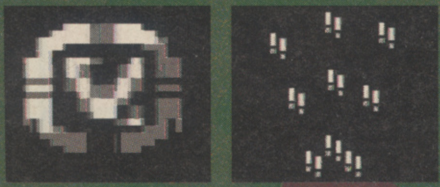
...AND THE UPPERS

0

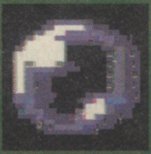
Swiv and let die...



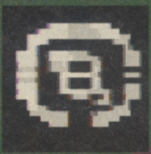
The rapid fire token. When selected, this causes your dual laser to speed up considerably. But if that's not to your taste...



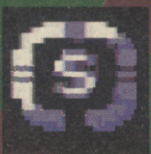
... perhaps the spreader might interest you. This lets fly with an expanding volley of bullets. Go kick some armoured ass!



If you see this you have two options. Collect it for use as a temporary shield, or shoot it to unleash its smart bomb capabilities



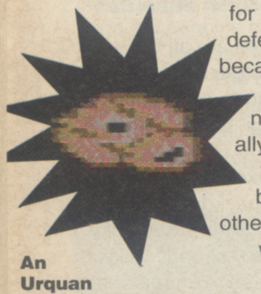
This token gives you bonus points. No big deal? It is when you need to reach 10,000 points for the desperately needed extra lives



The speedup token. Select this little beauty and guess what? You die? You turn into pickled onion? No, dummy. You speed up

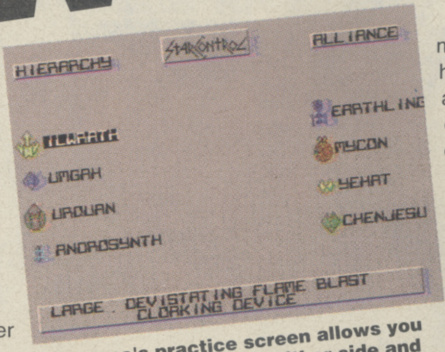
STAR CONTROL

Accolade's *Star Control* is a space colonisation and conquest strategy game with arcade style moments thrown in for good measure whenever there's a direct confrontation between ships of the Hierarchy (boo) and the Alliance (hurrah). Each side starts with only one space station and must build ships, explore nearby worlds, mine them for income, fortify them for defence, colonise them because otherwise the colonists would have nothing to do and eventually undo all the hard work the other side has gone to by blowing it to pieces. In other words, two sides wage war against each other.



An Urquan ship of the Hierarchy in combat

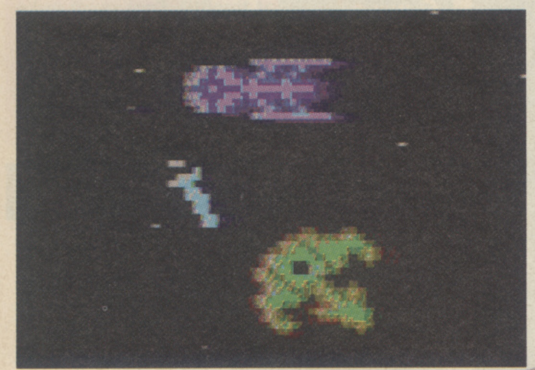
When ships from both sides meet, the game leaves the stellar map screen used, for the most part, to display the course of the imaginary conflict and moves on to a four-way wrap-around screen which forms the arena for the forthcoming space battle. Each side can build ships with different capabilities and weapons so early battles are exciting and difficult to win but only one ship per side ever meets in a given battle. The space ships have left and right steering functions, along with thrust. They have inertia. This means that if you move a ship in one direction, the only way to stop is to turn it around and apply thrust in the opposite direction. Accurate flying, especially when your opponent is carrying out evasive manoeuvres is nothing if not tricky but it brings some tactile skill into the game. Complicating matters only slightly is a rather unconventional Zoom feature. That is, when two ships come close enough to each other, the size of the sprites representing the vessels increases twofold. The view zooms back out the instant the range between the ships increases again.



LARGE. DEVISTATING FLAME BLAST
CLOAKING DEVICE

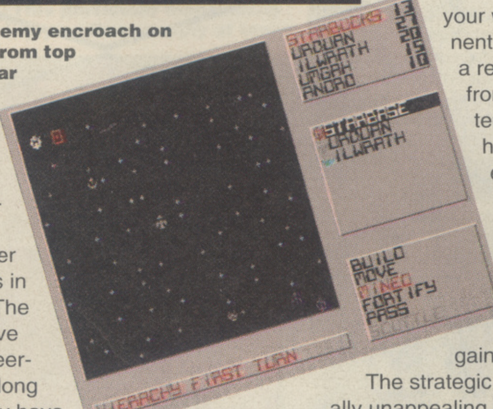
The game's practice screen allows you to pick any vessel from either side and pitch it against any other. When a ship is selected a brief summary of its characteristics appears in the message window

While the arcade subgame runs, both sides can examine their ships' status by way of crew and energy bars displayed on a panel at the bottom of the screen. The ships expend energy not just while manoeuvring but while firing weapons. When a ship is hit, its crew is eventually depleted. This ultimately determines which ship wins a dogfight.



In this Zoomed view of the combat display, an Earthling ship fires a homing torpedo at an Ilwrath ship of the Hiearchy. The blue ship can also use lasers to destroy incoming enemy weapons (by pulling back on the joystick while firing)

Though the conditions you have to meet in order to come out the winner are varied, ploughing your way through your opponent's interstellar empire can be a real slog. Ships move slowly from star system to star system. If one of those systems has been fortified by the enemy, you need to get two ships through it to overcome the defences.



(Below) The enemy encroach on Human space from top left of the stellar map. The Alliance strikes back, bottom right

Knowing which ships to send into battle against specific opponents is the kind of knowledge you gain by experience.

The strategic element is predictably visually unappealing but the arcade head-to-head bashes are fine. It would have been nice to have a slightly larger star map though. It only takes up around a third of the screen and it's fiddly. Stars change colour once you've explored them, indicating what kinds of worlds have been discovered, but the size of the display means these details are really hard to make out.

The readouts and settings are much clearer. What's more, the host of in-game options give the game extra depth. For instance, control of either side can be given over to the computer to a lesser or greater degree (this is unusual – normally you have a choice of human or computer opponent and that's it). The quality of equipment used by each side can be made better or worse than the other and there are practice modes to help you get used to the different kinds of vessel you can build.

Star Control's main faults: only one player can use a joystick and the manual fails to convey essential information clearly (and apart from that, most of it is fairly naff science fiction). It's by no means a mainstream game and that may put off more people than it attracts. *Star Control* makes a challenging strategy bash for those who fancy a long lonely slog but it's *not* the final frontier.

SEAN

Game	**Star Control**
Publisher	**Accolade**
Cassette	**£10.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- Two players, but only one joystick
- Only one real strategy to master, no surprise moves on the part of the computer opponent
- Documentation is way off the mark

100

70%

0

- **Long games (helped by a save option) provide value for money**
- **Remarkable range of game options including practice mode**
- **Special weapons on different ships help you think up special tactics**
- **Issuing orders is easy**
- **Zoom facility is unusual but makes the combat sections more exciting**
- **Well matched computer opponent to play against**

...AND THE UPPERS

...it's dynamite!

POWER CARTRIDGE

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64/128

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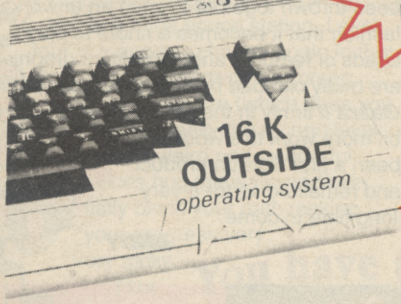

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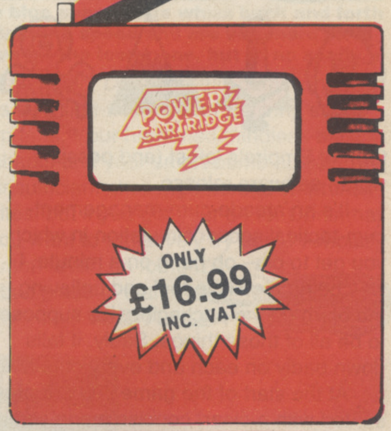
YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO
AUDIO
COLOR
DEEK
DELETE
DOKE
DUMP
FIND
HARDCAT
HARDCOPY
HEX$
INFO
KEY
PAUSE
PLIST
ILOAD
RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

DLOAD
DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD
MERGE
SAVE
AUDIO
VERIFY

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE
C COMPARE
D DIS-ASSEMBLE
F FILL
G GO
H HUNT
I INTERPRET
J JUMP
L LOAD
M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off*

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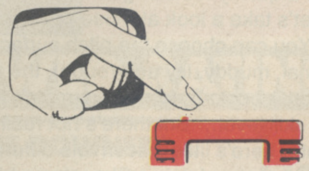
POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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TRADE AND EXPORT ENQUIRIES WELCOME

GAZZA II

We can exclusively reveal why Gazza cried during the World Cup. After playing a rather powerful header, he lapsed into a temporary trance and experienced a premonition of how truly awful the C64 version of his personally endorsed game was going to be. (*Now that's not strictly true, is it? – Ed.*)

Gazza has been bafflingly popular for ages now. This golden boy has gone from strength to strength, so frankly he's long overdue for a bit of public humiliation and this comes in the form of Empire's latest (and possibly worst) software release.

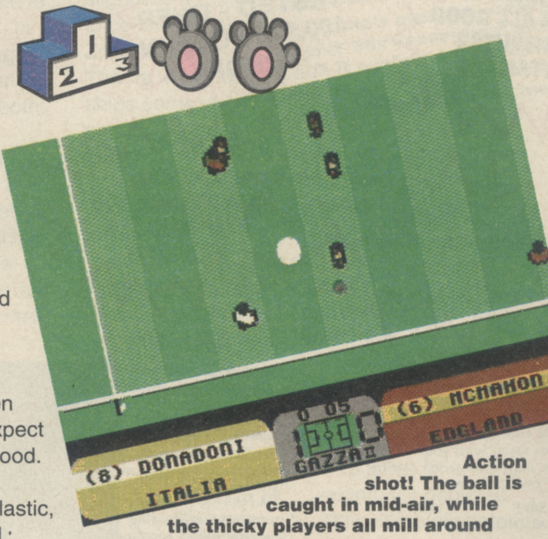
It's an arcade-cum-management-cum-tactical soccer simulation in which you get to pla– oh hang on a minute, I was being a gullible fool and believing the blurb on the packaging. It's supposed to be all of those things. Sadly, it falls down badly on each and every count.

At the start of the game you are presented with a clear, concise menu screen containing all the features you should expect from a quality football game. So far so good. So let's take a look at those options.

You can choose the pitch surface (plastic, normal, muddy, icy and rough), the wind speed, kit colour, formation, match length, and skill level… But there's not really much point. There's little discernible difference between any of them. Choosing a high wind setting does have a curving effect on the ball but, by the time you know that, you're already fighting a losing battle with the game controls, so who cares? Sorry, I'm getting too far ahead of myself. I haven't finished with the options yet.

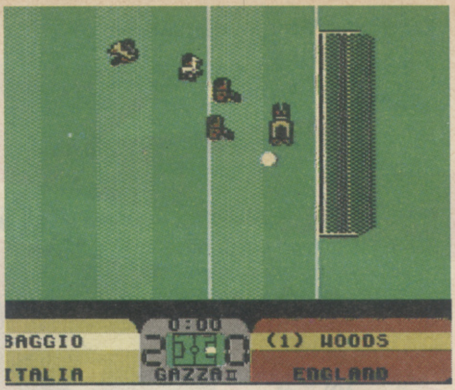
Choosing your kit colour doesn't seem so smart when two teams are wearing similar strips either. And while we're on the subject, why wear a loser's colour like brown when you can opt for a winning agressive hue like red? It's important to point out that you are what you wear.

Formation is about the only tactical feature you'll find in the game. Skill level is useless as it appears to have little or no effect on the difficulty of the matches. Match length is by far the most useful option as it means you can reduce it to one minute per half. This at least allows you to finish a game before terminal boredom sets in.



Action shot! The ball is caught in mid-air, while the thicky players all mill around wondering where it's gone...

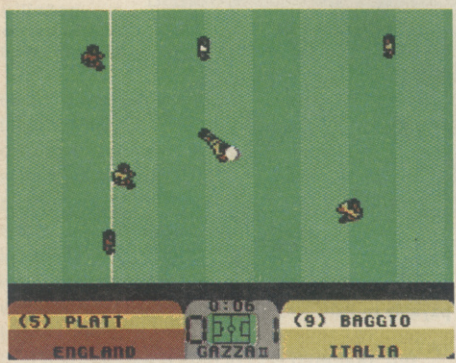
As for playing the match itself, you've probably gathered by now that it's not altogether enjoyable. When the screen gets busy, both scrolling and control become horribly jerky. Team mates and opponents wander randomly around the pitch, leaving you no opportunity to use tactical passing plays. The most hilarious facet of this valueless gem is the goal keeper. For some reason, he always keeps his arms outstretched and thus seems unable to hold onto the ball. Shots bounce off the goalie, so while he stands there like a complete lemon, an opposing player can calmly walk the dropped ball into the back of the net.



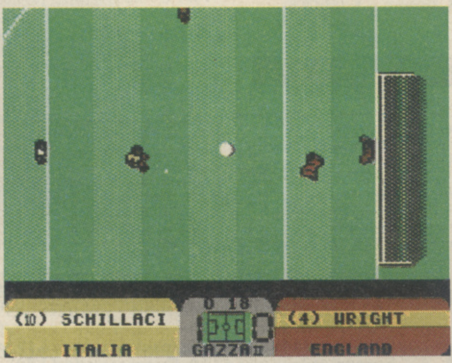
I say, 'What's this goalie doing in my area?' 'Er... it looks like the front crawl, sir.'

Gazza II is a tragic waste of an opportunity really. It's not like a turkey of a game that you take great delight in slating. All the features of what could have been a corker of a footie sim are there, but they've all been thrown together in such an unworkable fashion that it becomes a chore to play. Loads of features and competent graphics are badly clouded by dire gameplay, putting *Gazza II* firmly in the Sunday league. Given a bit more work this would have been a first division product and remained so for a very long time to come.

ANDY



Oh, dear, naughty Platty has gone and fouled Baggy. He's the poor sap sprawled out on the pitch (which is 'rough' by the way – you can tell by the light green bands). Ow!



Schillaci takes a shot on goal. You can tell it's Schillaci... er... 'cos it says so on the panel. Mind you, Gazza looks exactly the same as well. And Platty, and Shiltsy and...

Game	***Gazza II***
Publisher	***Empire***
Cassette	***£10.99***
Disk	***£14.99***

POWER RATING

THE DOWNERS...

- Several of the gameplay options have little or no effect
- Only occasionally follows the correct rules of league football
- The goalie is a bumbling fool whose hands seem to be allergic to football leather
- Both the computer opponents and your team mates have an IQ of a similar number to that on their shirts
- Busy screens slow down the computer enormously...
- ...and it's not as if elaborate graphics are to blame
- Where's Gazza?

100

38%

0

- **The two player option just about saves it**
- **The large range of options is commendable**
- **Ball movement is a bit spiffy**

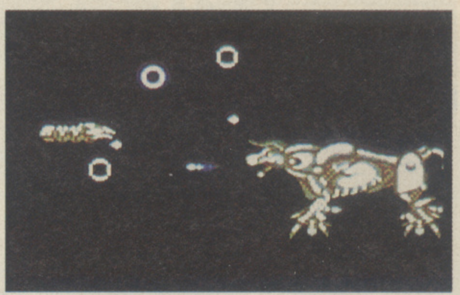
...AND THE UPPERS

ST. DRAGON

A huge force of cyborg monsters is trying to conquer the Galaxy. Having become entirely naffed off with this revolting development, the hero they call Saint Dragon has taken it upon himself to rid the peace-loving people of this nightmare.

There are five levels in all. I know that, not because it's written on the instructions but because I finished the game after only a few hours of play. I was treated to a wide variety of background graphics and enemies during my bash, though. Level one, for instance, takes place in a forest, whereas level two takes us to a sort of asteroid belt where, as well as the bad guys, you have to contend with plummeting (and even upwardly mobile) lumps of rock. The screens in level three are bordered by a strip of machinery, suggestive of being inside a huge space station. Level four is a another change again in that the top and bottom of the screen burn with blue fire (which does you no harm). Finally the techno level: all sorts of weird and wonderful devices hug the walls and partially block your path making your progress very, very tricky.

Your opponents are different on every level. A lot of thought appears to have gone into the baddie types and their modes of attack but there are no really distinct attack waves. Each type of St. Dragon-basher appears on and off throughout the level until just before you reach the end-of-level guardian. Then they all turn up at once, determined to cut short your fire-breathing career. On they come, these mini dragons, jolly green giants with bazookas, laser firing witch-like creatures, huge missile-firing walkers, bullet firing tree claws, giant worms, jet-packing whatsits, I could go on all day (*Oh no – Ed*).

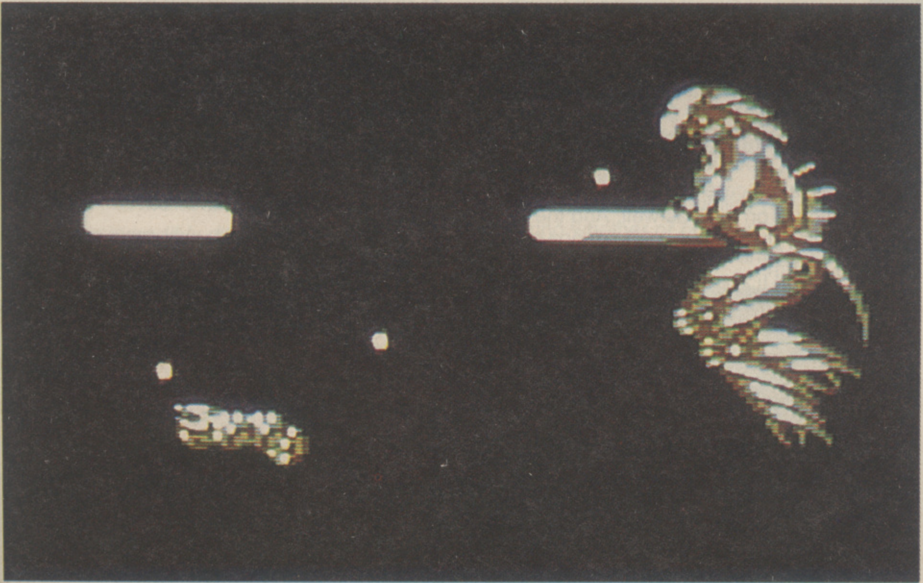

The end-of-level-one guardian – the chrome cow which shoots missiles and fireballs (but don't worry, it's a complete wimp)

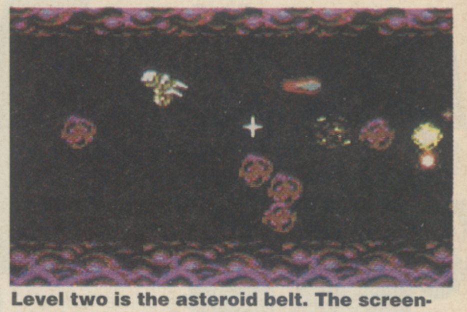
Collectible weaponry is one of the most disappointing aspects of *Saint Dragon*. Although you can accumulate firepower, you only enhance your initial weapon's clout. The lack of original or unusual firearms is a missed opportunity.

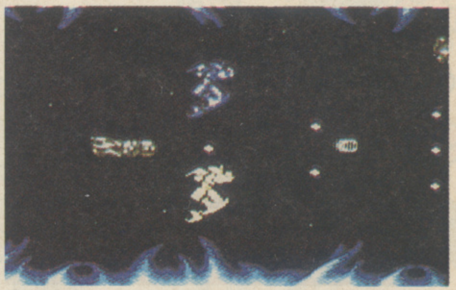
The graphics (both backdrops and sprites) are varied but unoriginal and the colour scheme is vile in places.

Sonics are mostly standard shoot-em up fare but a few beefy explosions and a good soundtrack get it the thumbs up. Playability is smooth but inconsistent: the end of level guardians in particular are much too easy.

You have to contend with plummeting (and even upwardly mobile) lumps of rock


Oh Lordy, it's the galactic laser hippy. Don't be fooled by the flared trousers and the flowing locks, this is no child of the sixties. He would love to reduce you to molten dragon drops


Level two is the asteroid belt. The screenshot is a bit static but those hunks of rock actually hurtle towards you at high speed


These blue space hags whizz back and forth with dazzling speed and are very hard to kill. I've hit the lower one, but to no avail...

Where *Saint Dragon* really comes into it's own is as a first-time buy for aspiring shoot-em-up fans. Your hardened mindless blast merchants and your smart bomb addicts will find insufficient challenge here to whet their appetites, but if you got your 64 for Christmas and you want to tentatively try some serious fire button fever, go for it. It's not a bad place to start.

ANDY

Game	**St. Dragon**
Publisher	**Storm**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Too easy for hardened shoot-em uppers. This reviewer completed it after only a few hours
- The colour scheme on most levels is appalling – too much yukky brown and white
- The end-of-level guardians are far too easy to beat

100

65%

- **Each level is very different along with monster types and their attack methods**
- **Well implemented theme tune and sound effects**
- **Highly manoeuvrable dragon: the tail is very effective against aggressors**
- **Extensive variety of opponents. They're well thought out and do a lot for the game's atmosphere**

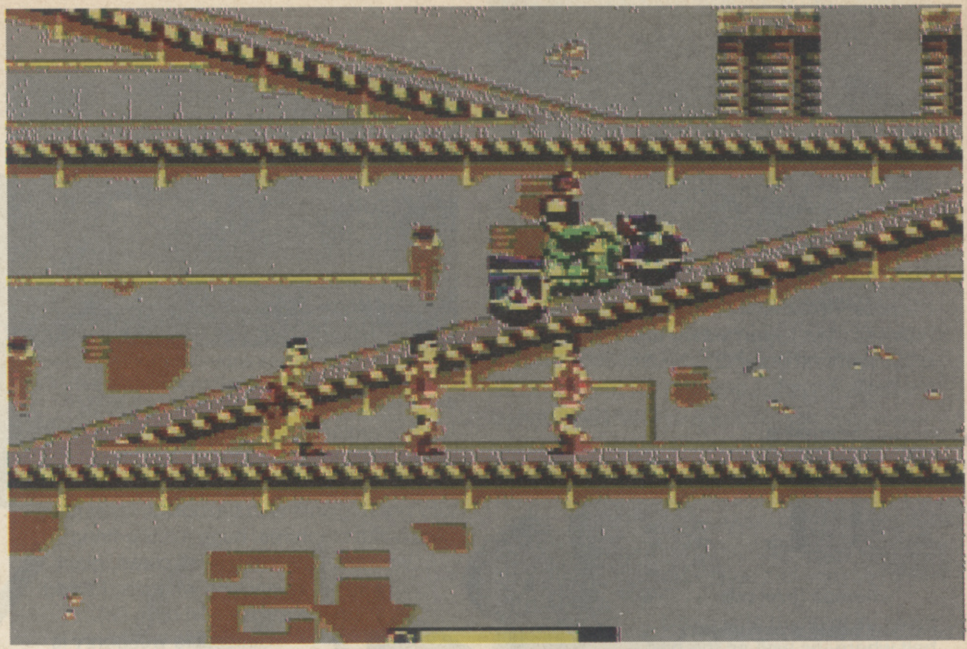
...AND THE UPPERS

0

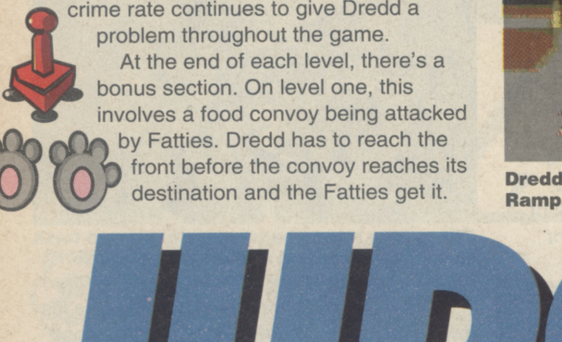
JUDGE DREDD

Mega City One has been subdivided into six levels, each of which is a complete mission for the most famous Judge of all, in his new game from Virgin/Mastertronic. In The League Of Fatties, Dredd has to fight his way through a Fattie rampage, looking for four food dispensers which fuel their frenzy. Then Dredd can do his best to make a sharp exit before it's too late. This depends on how the crime rate is doing. The longer a mission takes to complete, the higher the crime rate rises. If it gets too high, JD gets kicked out of the law department. The crime rate continues to give Dredd a problem throughout the game.

At the end of each level, there's a bonus section. On level one, this involves a food convoy being attacked by Fatties. Dredd has to reach the front before the convoy reaches its destination and the Fatties get it.



Dredd uses his wheels to escape from the civs who are helplessly caught up in a Fattie Rampage. The race is on to shut those food dispensers down



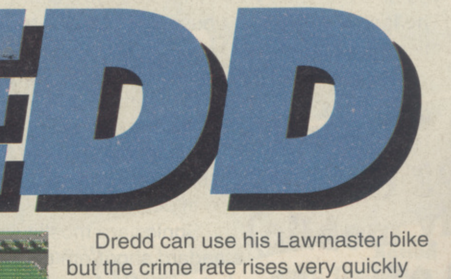
The Judge investigates reports of a disturbance at Charles Darwin block. He'll just have to wait and see how the situation evolves...

In level two, a mad prof who lives at the top of Charles Darwin block has messed up an experiment in evolution and the whole building is swarming with prehistoric creatures. Dredd has to stop the monsters spreading. The bonus level sends JD into the prof's lab. He must fight his way through it and arrest Fribb. By the way, when he shoots an amoeba, it splits into two...

Level three is a scrap in an aqua-station against Sov agents who are trying to poison the city's water supply. In level four, leader of the Sovs, Orlok, tries to take over the weather station. Level five is a two-block outbreak of blockmania and in level six Dredd gets to take on the Dark Judges.

Dredd can use his Lawmaster bike but the crime rate rises very quickly while he's on it. The space bar toggles Dredd's bike and a function key toggles weapons. He's got three of these: standard bullets, a high powered laser (capable of piercing through a whole line of perps) and missiles. If Dredd takes too much of a battering, it's off to the hospital with him. If this happens a few times, the crime rate escalates out of control and it's game over.

Sprites, from Dredd himself to Fatties, Sovs and the rest, have been well taken care of. The game's presentation is on form as well. And the design of the six levels is every 2000AD reader's dream.



Dredd introduces Fatties to the word 'diet' with a food dispenser that makes a satisfying click when he switches it off

The gameplay is atrocious. The crime rate simply accelerates too rapidly. Even when pegging it over the shortest possible route, Dredd sometimes comes a cropper. Given that you only have one life and that only on completion of a level is any score awarded, this leads to incredible frustration. The game even comes with maps for each main level, showing you exactly where to go. You'll need them. *Judge Dredd* is guilty of gross unplayability.

SEAN

Game	**Judge Dredd**
Publisher	**Virgin**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Only one life per game
- Crime rate rises too quickly too soon regardless of how well you fight it
- Daft scoring system means your sent back to the beginning too often
- Takes far too long to load, has trouble finding other levels on tape and crashes occasionally
- It's too frustrating to have much in the way of playability

100

56%

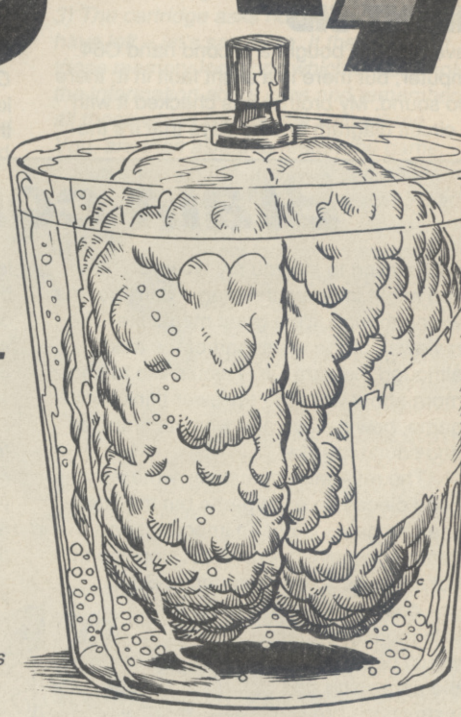
0

- **Six 2000AD style crimes for Dredd to deal with**
- **Cartoon style 'tween game sequences**
- **Lovely sprites and background graphics**
- **Good presentation (ie useful maps packaged with the game)**
- **Well designed platform levels**
- **Plenty of action**

...AND THE UPPERS

The Mighty Brain

The Mighty Brain, CF's fleshy floating intellectual, enlightens a few more fortunate readers with nanoseconds worth of valuable thought and knowledge. You too can be brainwashed by writing to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW



CART BLANK

I have had my Commodore 64C computer for a few months and have 'checked out' your mag, I think its great that you don't have any Amiga (argh!) reviews in your mag. I am still confused about a few things so will you answer these questions:

1) Can you buy blank cartridges and can you transfer games from tape or disk to a blank cartridge so that games will load faster?

2) If not, do you know of any cartridges that will speed up the loading of tape games?

3) When using an Action Replay cartridge to type in POKEs, don't you need SYS codes to get back to the game?

4) Do you know any POKEs for children?

Alan Jones, Matlock

PS: Here's an anagram of 'The Mighty Brian': I THE BRIGHTY MAN! (Check it out)

1) Nope. It's incredibly difficult and complex to transfer data from a C64 into a ROM chip. But as long as you've an EPROM (Erasable Programmable Read-Only Memory) chip, an EPROM programmer, a bare cartridge board, a machine code monitor, a custom-written start-up routine and a lot of programming experience, you could do it no problem, except that it would probably be illegal.

2) I'm afraid not. The speed of tape loading is entirely dependent upon the type of turbo load on the game, and the physical speed of the tape motor itself. However, if the game is a really old one that doesn't have any turbo load at all, you can break into the game using the Action Replay cartridge and save it to tape and install a turbo load at the same time. Clever, eh?

3) No, an Action Replay cartridge re-starts the games automatically. Well, the Mark VI does anyway.

4) Er…?

TMB

PS: Here's an anagram of 'Alan Jones': JOE N. NASAL! (Crap, isn't it?)

GOOD GUNSHIP

Dear Mighty Brain

I'm infinitely sorry for troubling you but I was wondering whether or not you could answer a simple question: is *Gunship* any good because I might buy it on disk if I can find it?

H Hilton, Somewhere

Microprose's Gunship *is a great game. However you are wise to get the disk version since the tape game is crippled by a horrible multiload. If you can't track the game down try giving Microprose a call on 0666 54326.*

And check it out in this month's A-Z!

TMB

HELLO TOM, GOT A NEW MOTOR?

Hi there, TMB

I just thought I'd write to say how smegin'ly cool this mag of yours is and ask you a few questions…

1) Would there be a chance for us mere *CF* readers be able to review some of our own games for the almighty *Commodore Format*?

2) How many Mighty Brains are there and where do the others live?

3) Why do most people use the BASIC language when machine code is faster and usually take up less space in the memory? The next question is a little test to see if you are all knowing or not:

4) What is the make of my dad's car?

5) You keep saying that you can complete any computer game but you have no hands or eyes so could you please tell this mere mortal how you do it?

Tom Ratter, Shetland

1) If we let readers review games what would my mindless bunch of vegetables do all day?

2) There's only one Mighty Brain. I exist in several planes of reality simultaneously.

3) The difference between the languages is far more complex than you make out. BASIC is nicely structured and easy to understand.

In *CF5* Anthony Hefferman asked for some info on the Steinberg music software. Well, Steinberg can be contacted at Steinberg Info Desk, Evenlode Soundworks, The Studio, Church Street, Stonesfield, Oxford OX7 2PS. Or try calling them on 0993 898484. Thanks to Bobbi Moore of Holbeck in Leeds for that info.

Machine code is far more complex to learn and use, and also requires other pieces of software such as compilers and de-buggers. For most purposes BASIC is fine.
4) Your dad made a smart move, dumping that old green Volvo for his smart new four-door red diesel Renault.
5) A specific form of telekinesis. Never under-estimate the power of the mind. Well, my mind at least.
TMB

SILENT SID

I have recently bought a second hand C64 computer, but there is a slight fault in it: there is no sound. My brother has checked it with the circuit diagram and he says that it's the SID chip that has blown. Do you know where I can obtain a new sound chip, and how much would it cost?
Cliff Tate, Redcar

Poorly C64s should be sent to a qualified repair centre. For a standard cost, they'll fix your C64 and get it back to you in days.
TMB

LOAD OF OLD PLASMA

I am writing to enquire about the Plasma Balls that are mentioned in the first *Commodore Format* magazine, I would like to know whether they can be purchased from the magazine or whether they can be bought in the shops. If so, then I would like to know how much they are, and if bought in a shop where the nearest place would be for me to buy one, as I am very intrigued with this.
Miss P Coie, Winchester

Plasma Balls are amazing devices which pass an electrical charge through a mixture of gases. The gases become excited (yes, very funny) by the electrical discharge and create miniature lightning storms within the globe. Plasma Balls are pretty difficult to get hold of, but your best bet is the Innovations catalogue. Write to them at: Innovations Mail Order Limited, Euroway Business Park, Swindon SN5 8SN, or call on 0793 610870.
TMB

Brain complaint

I am writing to tell you my views on how you might improve the mag – don't get me wrong though, it's a great magazine. The reviews are the worst part of the mag although they are OK. I would like to know more about what the reviewer thinks of the game, how it plays and what its graphics and sound are like.

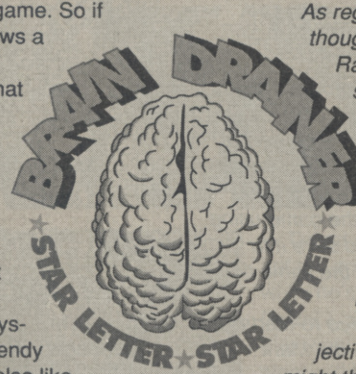
The reviewers do usually write very good pieces on each game but the storyline of a game is not an important part. A game may have the greatest storyline ever but might be a real crap game. So if you could make the reviews a little more informative, it would be nice to know what the packaging and instructions are like.

It would probably be better if you gave marks for individual parts of each game like graphics and sound. I know it's not original but it's better to have a good old review system than an up-to-date trendy but rubbish one. I would also like to see more than one person's view on each game, whereas one person might like a game a lot of other people might think it's crap.

The letters page is probably the most annoying part of the mag. The Mighty Brain idea is stupid (*WHAT!?! – TMB*). Let's just have a nice normal person to write to shall we? And if you must have the Mighty Brain tell it/he/she to stop printing stupid letters from d***heads who are too stupid or can't be bothered to put their letters into paragraphs and so put numbers next to their points for daft questions. I am fed up reading letters from prats who ask questions like, 'Where can I buy a C64?' or 'Do disks fit in tape recorders?'

My next grumble: the budget section. I think it's a bit unfair to give budget games very little space just because they cost less. I bet a darn sight more budget games are sold each year than full price games.

The Guantlet is excellent but how about using older games to give the challenger a chance. He might have played it before (I know that could also work the other way round and help the champ but it would be better).
Scott Leach, Hull



I have already instructed the CF *cabbages to make slight changes to their PowerPlay reviews because I happen to agree with you. Over the next few issues you'll find* CF *reviews more entertaining, more informative and generally, well, better. Stay tuned.*

As regards the rating system, though, this will remain as it is. Ratings for graphics and sound simply aren't needed, because you see a great deal of the graphics within our many screenshots (and you'll be seing more and more over the coming months) while sound effects are almost unratable.

Sound is such a subjective thing: some people might think that the soundtrack for Delta is the best thing sliced bread, while others think it's as entertaining as sliced bread. If we think the soundtrack is outstanding (either outstandingly good or bad) we'll say so. But, let's face it, buying decisions should be made on the strength of playability. And that's what our Power Rating does: it simply tells you if the game is worth buying. Any title that gains over 50% is worth thinking about, because it's better than average.

If you have more than one person review a game it just becomes confusing – if one person thinks the game is good, and another thinks it's bad, what do you do? Whose opinion do you trust? And if all the opinions are the same, then what's the point of having several opinions in the first place. Believe me, having more than one reviewer doesn't work.

These points you mention sound like you want us to be the same as a certain other C64/Amiga magazine. Our review system isn't designed to be different – it's

HARDWARE

I need some truly excellent advice, and I thought of who to ask, but there was no one. Then it flashed before me... you. Because you're just a mega brain, the best around.

Right, my problem is...
1) Which printers and disk drives can I get for my Commodore 64 and their price tags?
2) Why isn't *Murder* on cart or cassette ?
3) I was going to buy *Robocop 2* on cart but when I played the demo on *CF* PowerPack 4 it put me off. Why? I don't know.
4) Will you ever marry another brain and have baby brains, or stay a batchelor brain?
5) Has there ever been a review on the game *F-16 Combat Pilot*, or will there be?
6) Last one... The Commodore population have nearly all got disk drives and now the cart has come out, will this mean in time cassettes will be extinct, vanished, forgotten or will they be here forever (yeh, yeh)...?
Tina Hamilton, Co Durham

1) There are few people who provide hardware support for the C64 these days, so your choice is pretty limited. With disk drives you can shop around for a decent second hand bargain (such as an Oceanic 118N or an old Commodore 1541) or plump for a brand new Commodore 1541 MkII.

Disk drives for the C64 are big, slow and clumsy, but they work just fine. Certainly the CF *offices would grind to a halt without them. They're a bit pricey at around the £150 mark but they do come bundled with £120 worth of disk software!*

Commodore used to produce a range of dedicated printers for the C64 – again, the second hand pages of mags like New Computer Express *could turn up a bargain or two. However, with a Centronics printer interface, such as the Sprint 128 from Datel (Tel: 0782 744707) you can link your machine to any of the full size Centronics Parallel printers that are available – there are hundreds available so you'll just have to shop around!*
2) Murder *is a disk only product because it's a heavy multiload and just wouldn't work well on tape. So far US Gold don't do any games on cart.*
3) That's a shame, because Robocop 2 *is an absolute stormer. It's very playable and incredibly addictive.*

Still, at least there's someone who got the demo to load...

4) Baby brains!? What a horrible thought – all shouting and screaming and smelling of sick. Heavens, it would be like having two CF *teams to look after!*
5) CF *haven't reviewed the game, but it does look very impressive. There's a good chance it could crop up in a future round-up of flight sims. Alternatively, if enough people wrote in and asked us to review it – or any other old game for that matter – we would.*
6) Even though there are a lot of disk users, the majority of C64 owners still use their trusty C2Ns, so it looks like tape will be around for along time to come. However, we may have some hot news on this very subject next issue!
TMB

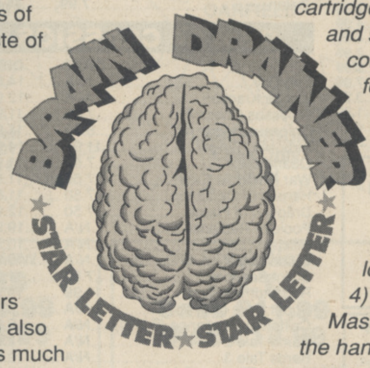
RIP C128

I would just like to say that me and my brother own a C64 (just the normal crappy Light Fantastic Pack) and my brother buys most magazines. This means that I only get to look in your mag if he's in a good mood. But when I do get a look in, I always read your page because they're so brilliantly interesting (*naturally – TMB*). Anyway, here's a few quessies!
1) Where can I buy a C128 pack? I know I can upgrade a C64 but where can I buy one already made?
2) Who's your father? (No insult.)
3) When I play *Turrican*, I get to the end of the level and finish but why doesn't level 4.2 load? (Cassette version this is!)
4) Why is it that a Spectrum has 128K (usually) but a C64's graphics are better?
5) What games machine did you own before a C64?
6) Is there any Public Domain software for the C64. If so can you tell me where to get it?
7) Do you reckon you could do me a favour? Oh go on, thanks. Could you give me a cheat for *Vendetta* by System 3? Ta!
Daniel Baker, Worcester

1) I'm afraid that you'll have to hunt through the computer small ads. Again, New Computer Express may only be produced by mere mortals, but I keep mentioning it this month because it's the best place to look. Commodore stopped making the C128 a few years ago.
2) I am the offspring of father time and mother nature. Or is it the other way round?
3) Sounds like your cassette is up the creek.
4) The size of a computer's memory has little bearing on its graphics capabilities. The C64 has graphics chips which are more powerful than those in the Spectrum, that's all.
5) I used to own a Gargantuplex 1224 Reality Generator as a youngster, until I had that nasty incident with the third spiral arm of the Milky Way. Don't play with Gargantuplex 1224 Reality Generators at home, Earthlings.
6) Look out for an up-and-coming feature on Public Domain software. That is all I will say for now, otherwise the CF team might explode into panic.
7) Sure: hold down the letters B, U, N and T at the same time to skip to the next level. May your grey matter never dehydrate.
TMB

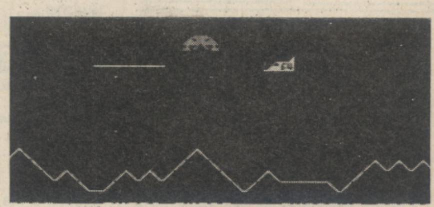
What came first?

WHAT'S ON THE STICK, VIC?



Hello to the one and only Mighty Brain. Is it OK if I ask you a few questions, as I've wanted to for yonks?
1) What was the first game to appear on the C64 or Vic 20? (I hope you know this one as I have wanted to know for years.)
2) Why are cartridge games so expensive to buy? I bought *Shadow Of The Beast* which cost me £20 (just for one game). Anyway after two days of play I completed it, which amazed me, because it's so hard on the Amiga. After paying £20 for it and with only two days of play it's a complete waste of money isn't it?
3) How does the POKE finder work on the Action Replay cartridge?
4) How much memory has the Sega got, colours etc? This kid in school thinks that the Sega's got infinite colours (what a load of bull). He also thinks that Sega is miles much better than the C64.
5) Please, can you tell me when Creatures and Wrath of the Demon come out and could you give me the address of Apex?
Mr P R Donnelly, Aberdare

1) Commodore were first to provide software support for their two new machines, and launched into the Vic 20 market with an incredibly useful biorhythm program. The C64 gained the attention of Jeff Minter who promptly converted his Attack Of The Mutant Camels *for the machine. Also at this time Rabbit software sprang into being and produced such classics as* Annihilator *– a very basic* Defender *clone. However, the very first C64 game – a 16K cartridge in fact – was* Jupiter Lander *which was actually awful.*
2) It's mainly the fact that the hardware itself is costly to produce which keeps the price tag in orbit. Instead of a matter of pence for a tape or disk, the component parts of a cartridge cost pounds to make. The 4 megabit (512K) cart for Last Ninja 3 *costs around £7! That's before any other costs are added on.*
As regards Beast, *the vile Jarratt creature did warn you that it might not take hardened gamers to long to complete it. You're obviously hardened beyond belief.*
3) The cartridge asks how many lives you have left – let's say three. It then looks at those memory locations which usually hold the information about lives and remembers all those which contain the value three. You are then asked to restart the game, lose a life, and try again. This time the cartridge looks for the value of two, and so on. Once it's found the correct location, it searches for the command that decrements that memory location every time you lose a life and gets rid of it. Then your life counter always stays the same – you can still die, but don't lose any more lives.
4) Er... which Sega? The Master System, Mega Drive or the hand-held Game Gear? In any case, none of them have infinite amounts of colour. The Master System is a good machine, but none of the games hold a candle to the best that the C64 has to offer. The Mega Drive has a 16-bit processor, costs more money and the games are £35-40 apiece. With superb games like Turrican 2, Creatures *and* Last Ninja 3 *– for only a tenner – the C64 still offers the best value for money.*
5) Creatures *is out now. For info on Apex, call Thalamus on 0734 817261.* Wrath of the Demon *should be out soon.*
TMB



Annihilator or Defender? I think we should be told

Prize winners

GREMLIN GO-KARTING We had zillions of entries – but only five winners. The recipients of an all-expenses paid day out go-karting at Brands Hatch are... Mark Hewitt, Solihull; Andrew Shaw, Stoke-On-Trent; Daniel Cooper, Norwich; Neil Webber, Bristol; Sandeep Sagoo, Heston, Middlesex

OVERSEAS WINNERS In *CF1*, we offered some *CF* goodies to a lucky foreign correspondent. And he is: David Robinson, Queensland, Australia
There's a binder, T-shirt, badges and a fulll set of *CFs* on their way to you David.

Keep reading, all of you. Keep entering the competitions (we've got some stormers coming up) and you too will be a lucky winner. Well, maybe.

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CBM64 TOP 50 HITS

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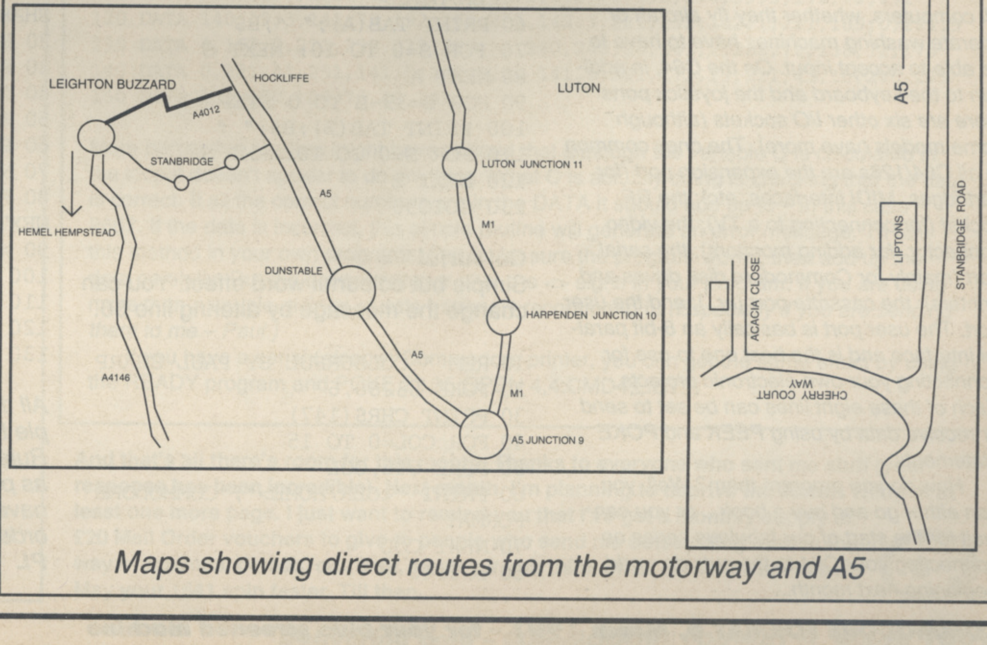


Maps showing direct routes from the motorway and A5

INSIDE INFO

What's got three sides, a weird scroll, money to give away and is black and white and read all over? Yes, it's time for the pages with the printouts, the column with redefined characters, the whacky, wonderful world of Technical Editor* Paul 'Azimuth Head' Lyons *– take it away prof!

Welcome to a new data download of Inside Information, and have we got some excellent Info coming up over the next few issues. We're going to have bigger programs on tape, programming MasterClasses, special projects and even more Inside Info than ever before. In fact, the only thing for the C64 that's better than Inside Info is the whole of *Commodore Format*.

Some people have written in and asked what it means when in a program there's a bit like this: <SHIFT>+<M> or <CLR/HOME> or even <RETURN>. Basically, there are a number of keys on the C64 keyboard that don't actually print on the screen what they say on the key. So, if you see a word in <> marks it means press the key with the word or symbol marked on the top. The + sign means press the two keys together. Obvious once you know.

PL

I/O, I/O IT'S OFF TO WORK...

Dear Inside Info,
Please could you give me some info on the I/O ports of the C64. What are these used for? How do you access these ports via POKE etc?

I have also heard that you can make your own electronic things and plug them into a port and then control it from the computer. Is this true?

Carl Beeson, Preston

All computers, whether they fly aircraft or operate washing machines have to have to be able to accept input. On the C64, in addition to the keyboard and the joystick ports there are six other I/O sockets (although some models have more). The ones common to all C64/128s are the expansion port (for cartridges, MIDI interfaces, etc); the RF socket (for connecting to a TV); the video connector (for adding monitors); the serial port (mainly for Commodore disk drives and printers); the cassette port (er..); and the user port. The user port is basically an 8-bit parallel interface and is the best one to use for connecting your own electronic projects. Each of these eight lines can be set to send or receive data by using PEEK and POKE statements.

How do you program them? Well, you can either go and buy a book... or you can wait for the start of our fabulous series on connecting your C64 to the outside world, beginning next month...

ESSEX SFX

When is a program not a program? Er, well it's always a program, actually. But in general, if a program is designed to work on its own, without using code from elsewhere, it's an application. If it's designed to be a small section of a larger program, then it's a routine. When writing a longer program, it's much easier to write it as a series of routines and then piece them together later to form the completed program. But even writing simple routines can be difficult, especially if your new to programming. Where do you start? Well try some of these offerings from **Paul Sharp** from Dagenham, Essex.

Bounce

A bouncey message that bounces from left to right. You can change the message by altering line 30.

```
10 REM * BOUNCE BY PAUL SHARP *
20 POKE 53280,6:PRINT CHR$(147)
30 B$="COMMODORE FORMAT IS COOL"
40 L=LEN(B$)
50 FOR A=0 TO 39-L:PRINT
"<CLR/HOME>
60 PRINT TAB(A);" ";B$
70 FOR S=0 TO 10: NEXT S
80 NEXT A
90 FOR B=39-L TO 0 STEP -1
100 PRINT TAB(B);B$;" "
110 FOR S=0 TO 10:NEXT S
120 NEXT B
130 GOTO50
```

Colourful

Simple but colourful word effect. You can change the message by altering line 60.

```
10 REM * COLOURFUL BY PAUL SHARP
20 POKE 53280,6
30 PRINT CHR$(147)
40 FOR COL=0 TO 15
50 POKE 646,COL
60 PRINT "<CLR/HOME>";"COMMODORE
FORMAT"
70 NEXT COL
80 GOTO40
```

Starscroll

Colourful up-scrolling stars, a good effect to use in your programs.

```
10 REM * STARSCROLL BY PAUL SHARP
20 POKE53280,0:POKE
53281,0:PRINTCHR$(147)
30 POKE 646,RND(1)*15
40 B=RND(1)*39
50 PRINT TAB (B)
60 GOTO30
```

Weirdscroll

This one is very simple but you can see a pattern scrolling across up, diagonally.

```
10 REM * WEIRDSCROLL BY PAUL
SHARP *
20 FOR Q=0 TO 39
30 PRINT TAB(Q);"<SHIFT>+<M>
40 NEXT Q
50 GOTO20
```

Hi-Resolution Plotter

Experiment with this one. The program plots random points in white in hi-res mode and gives an idea of how to use hi-res mode graphics.

```
10 REM *HIRES PLOTTER BY PAUL
SHARP*
20 POKE 53280,1
30 POKE 53272,PEEK(53272) OR 8
40 POKE 53265, PEEK(53265) OR 32
50 FOR Q=8192 TO 16191
60 POKE Q,0
70 NEXT Q
80 FOR Z=1024 TO 2023:POKE Z,1:
NEXT Z
90 X=RND(1)*100
100 Y=RND(1)*200
110 R=8192+X*320+Y
120 POKE R,1
130 GOTO90
```

All these programs use very similar, simple techniques. They obey Programming Rule Number One: do the job as simply as possible. These routines for instance have got Paul £20 worth of CF mail order goodies.

PL

DORSET DEMOS

Dear Inside Info,
In response to your request for 'Info', here is a small routine that might help people write their own demos, etc.

```
10 FOR X=49152 TO 49172
20 READ Z:POKE X,Z:NEXT
30 PRINT CHR$(147):PRINT CHR$(14)
40 FOR X=1 TO 10:PRINT" HELLO"
50 PRINT:NEXT X
60 POKE 53281,0:POKE 53280,0
70 SYS 49152
```

```
80 DATA 162,0,232,142,22,208,224, 7,208
90 DATA 248,202,142,22,208,224,4,208
100 DATA 248,76,2,192
```

Press <CTRL> to speed up the wiggle. Press any letter key to wiggle letters. To change the effect, change the '7' and the '4' in the DATA lines (maximum 8, minimum 0).
Nicholas Butler, Weymouth, Dorset

*Thanks for that, Nicholas. I'd be interested in seeing more demos. I'd like to know what routines were used in them. Anybody out there care to see me a demo that incorporates this routine? **PL***

LINE RENUMBERER

Ever written a program only to find that you've added eight extra lines to fit between line 25 and line 30? Or do you ever wish that all your line numbers were as evenly spaced at the end of a programming session as they were at the beginning. Well wish no more. This smart little routine (sent in with no name or address on!) allows you to renumber a BASIC program by choosing the start number and the increment (the amount that the line numbers increase by).

```
100REM ** LINE RENUMBER **
110 REM
120 X=3841
130 INPUT 'NEW START LINE';LN
140 INPUT 'INCREMENT';IN
150 NM=PEEK(X)+256*PEEK(X+1)
160 IF NM=0 THEN 220
170 POKE X+2, LN-
((INT(LN/256))*256)
180 POKE X+3, INT(LN/256)
190 LN=LN+IN
200 X=NM
210 GOTO 150
220 END
```

Using the program is very simple. First:

1. Type in the renumbering program (or LOAD it in from tape or disk).
2. Type POKE 44:15 <RETURN>. This RUNs the program.
3. LOAD the program you want to be renumbered.
4. Type POKE 44,8 <RETURN>.
5 Type RUN <RETURN>. The program will ask for the new start line and the increment. Enter them and wait.
6. When the READY prompt appears type POKE 44,15 <RETURN>.
7. Save your program to tape or disk.
8. Turn your C64 off then on again and, after loading your new program, you will find it has been renumbered. Clever stuff, eh.

Unfortunately, unlike the RENUMBER routines found on mainframe computers, this program does not automatically change the line numbers in GOTO and GOSUB commands. But there must be an enterprising teccie out there who can do a simple thing like that...

PRINTER POKES

It's beginning to seem that no issue of Inside Info would be complete without a program or two from **Henry Fong** in Luverly Liverpool...

Dear Inside Info,
On the subject of printers, I was disgusted to see that Commodore had done it again. There are no commands for a printer in parallel. Anyway, Here is a program which not only lets you print out listings but also becomes a word processor.

There are two programs. The first program removes the silly 'READY' message which always appears whenever you list anything to the printer. The second program is the parallel printer driver which obviously is the important one.

To get it working, first type in the READY program, RUN it, then NEW it. Now type in the printer driver, RUN it and then NEW it. To toggle the printer on/off type SYS 49152. Whenever you list a program you will get a print out.

To use this as a word processor, simply type in your text as a program listing (with line numbers at the start of each line). When you are completely happy with your text, type POKE 22,35:LIST <ENTER>. This will then print out the text *without* the line numbers. POKE 22,25 gets everything back to normal.

The only problems are:
1) You can't print out a question mark as this is a BASIC key word.
2) You can't mix upper and lower case characters (blame Commodore, not me).
3) You will appear to lose the last line of your text (this can be overcome by pressing the <RETURN> key).

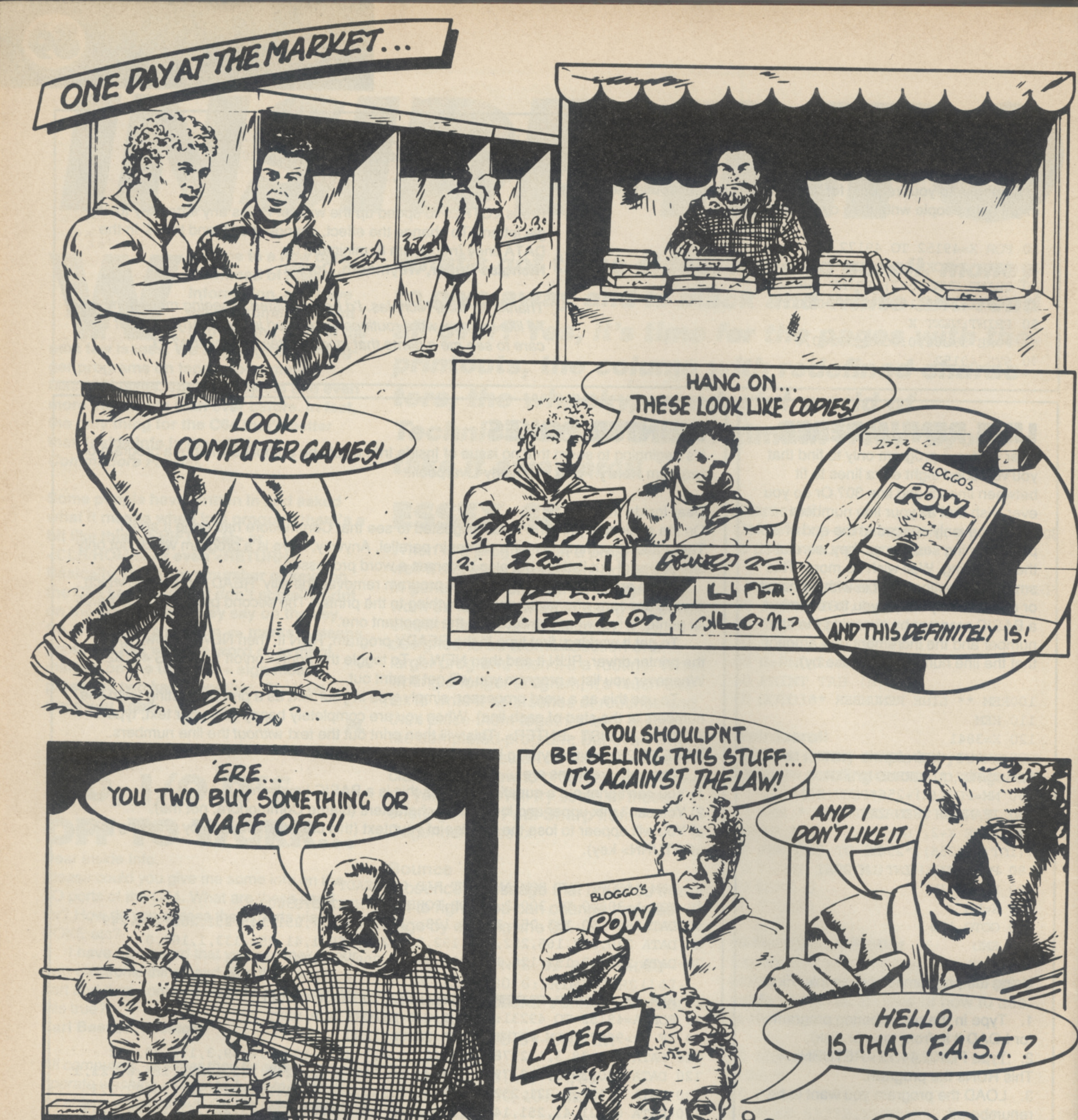
```
0  REM **COPY OUT ROM AND GET RID OF READY**
10 FOR A=30000 TO 30042:READB:POKE A,B:NEXT:SYS30000
50 DATA169,160,133,252,169,0,133, 251,168,177,251,145,251,200,208,249
60 DATA 230,252,165,252,201,192,208,241,165,1,41,254,133,1,162,0
70 DATA 169,32,157,120,163,232,224,6,208,248,96
```

```
10 REM ** PRINTER DRIVER ** SYS49152 TO TURN ON/OFF
20 FOR A=49152 TO 49231:READ B:C=C+B:POKE A,B:NEXT
30 IF C<>9667 THEN PRINT "DATA ERROR":END
110 DATA 174,38,3,172,78,192,140,38,3,142,78,192,174,39,3,172,79,192
120 DATA 140,39,3,142,79,192,162,255,142,3,221,232,142,1,221,189,0,221,9
130 DATA 4,157,0,221,232,232,224, 2,240,242,96,141,1,221,72,138,72,173
140 DATA 0,221,41,251,141,0,221,9,4, 141,0,221,173,13,221,41,16,240,249
150 DATA 104,170,104,76,48,192
```

More perceptive readers might have noticed that although the variable C is calculated in the loop it doesn't appear to do anything. What C is actually doing is checking that the data is correct. If all the correct numbers are in the DATA it should add up to – in this case – 9667. If the data is incorrect, this simple routine will generate an error message. To use this method in your own programs, first make sure the program works, then add up the data carefully. Put the correct number after the <> signs in your program. If you are using more than a couple of lines of data I strongly recommend it. *(Especially if you are sending them to me – Paul.)*

If you have a serial (*slooow*) Commodore printer, you can get the same effect by using the READY program and POKE 22,35:OPEN 4,4:CMD4:LIST.

And that's all there's room for this month. Thanks to everyone who sent me stuff (your response has been incredible). Next month, I'm planning to deprive the Jarratt Thing of at least one more page. I just want to remind you that I've got a monthly supply of £20 Mail Order vouchers to give to people who send me outstanding stuff in the way of routines, demos, or... well, whatever you think other readers want to see. May your 1541 spin faster. Till then...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BACK TO BASICS

Unleash the potential of your C64 or 128 with Phil South's step by step guide to programming BASIC for beginners. In this second part of the series, Phil has some graphic examples of how easy it is to learn by editing a couple of simple programs...

Welcome back to the world of Commodore 64 BASIC, where you can learn to make your computer do a variety of different things by programming it yourself. Yes, you. In this second part of the series, we'll look at editing, RUN/STOP, the Commodore key and setting up colours on the screen. Okay, that's enough babble, let's crack on.

EDITING KEYS

One of the really nice things about the Commodore 64 is the number of editing facilities available to you when you're programming. The way you edit on the screen is called 'full screen editing', which means that not only can you edit the current line you're on, but you can step up and down using the cursor keys and edit a line above and below! Let me illustrate.

The cursor keys on the bottom right of the keyboard move the flashing cursor up, down, left and right around the screen. Pressing the RETURN key on any line (and at any point within that line, even right in the middle) enters that line into the BASIC listing, if you've just typed it or even if you've stepped into it from another line and corrected it. Check this out:

```
10 PRINT "HELLO THERE"
20 GOTO 10
```

Just a simple looping program. Having typed all this, phew, you suddenly decide that you want to change line 10 to print something else on the screen. So you just press SHIFT and cursor up/down a couple of times and the cursor jumps to the top line. Then you press the cursor left/right key on its own few times until the cursor sits on the first letter after the first quotes mark or inverted commas. Then you can delete the words HELLO THERE with the INST/DEL key, and insert the letters COMMODORE FORMAT. When you press return, anywhere on the line, that line is accepted as a line of the program by the computer. Type LIST and you see that the line has been changed. Clever innit?

This editing technique can also save you time. If you have a group of lines in your program which are all very similar, it saves you having to type them all in. Like this:

```
10 PRINT "THIS IS THE FIRST LINE"
```

Simply press return at the end of this line. Then go back up to the line using the cursor keys and alter the line number to 20, and the word FIRST to SECOND. (Note: you may have to use the INSERT key to make space for the word SECOND, as the editor on the C64 overwrites any text you type!) Now press return. Nothing happens, right. Try typing LIST, and the whole matter becomes clear:

```
10 PRINT "THIS IS THE FIRST LINE"
20 PRINT "THIS IS THE SECOND LINE"
```

You have created a new line merely by altering an existing line, and the new line was entered into the listing simply by pressing return on the line.

This excellent method of editing is available in direct mode or program mode. What's that? Well, program mode is any command which has a line number in front of it. The command isn't executed until you RUN. Direct mode commands have no line number, and so they are executed as soon as you press RETURN. So if you type this like so:

```
PRINT "HELLO LONDON"
```

you get:

```
HELLO LONDON
```

right away, as soon as you hit the RETURN key. Okay, that's enough editing for this week, now another important feature, the RUN/STOP key.

RUN/STOP KEY

This key is situated on the left of the keyboard next to the CAPS LOCK and above the Commodore key. When a program is running and you want to stop it all you have to do is hit the RUN/STOP key and the program will stop, or 'break' as we call it. This is the function of the RUN/STOP key when pressed on its own. If the key is pressed in conjunction with the SHIFT key then the key is accepted by the computer as the command RUN.

For example, if you wish to load a program from tape all you have to do is to press SHIFT RUN/STOP and the computer will prompt you with "PRESS PLAY ON TAPE". This is a very convenient way of loading from tape as when you do it by this method the computer RUNs the program automatically when the program has loaded.

RUN/STOP-RESTORE

Another way of stopping the computer completely and resetting all the colours and things you have changed: all you have to do is press the RUN/STOP and RESTORE keys at the same time. This is best achieved by holding down the RUN/STOP key and pressing the RESTORE key quite hard, banging it in fact! The RESTORE key can be found above the RETURN key and to the left of the up arrow key, sometimes called the exponentiation key.

COMMODORE KEY

Another control key which you will find on the keyboard is the Commodore key, this can be found at the bottom left hand side of the keyboard next to the shift key and below the RUN/STOP key. The Commodore key serves a number of functions. When you are loading a program, the Commodore key will tell the computer to continue loading a program it has found on tape.

When you load a program with SHIFT RUN/STOP the tape will go round whilst the computer looks for the program on tape. When the computer finds the program it's looking for, the computer will say that it has found the program. Loading will stop until you press the Commodore key or until a short period of time has elapsed, in which case the program will continue loading anyway. This gives you time to press RUN/STOP to stop loading if the program found is not the one you want to load.

Another use for the Commodore key is to change from the standard upper case display – that is to say, all the letters on the screen are in upper case or capital letters – to lower case mode. In order to change from upper case to lower case mode you have to press the SHIFT key, hold it down, and press the Commodore key.

You will then see that all the text on screen has changed from upper case to lower case. (There is a method for changing from upper to lower case from within a program, but I'll go into how you can do that another time.)

SETTING COLOURS

When you start up a programming session with the Commodore 64, you will notice that the colours of the screen and border are dark blue and light blue respectively. This can be changed from within a program or in "direct mode" by typing the following:

```
POKE 53281,5: POKE 53280,1
```

POKE is a BASIC command which puts (or pokes!) a number to a precise location in memory. This, for example, changes the main screen colour to green and the border colour to white. For a table of the colour numbers see the box marked Living Colour.

You will notice that the text colour has remained the same, that is to say, light blue the same as the border colour was before you changed the colours. The text colour can be changed by a similar POKE like so:

```
POKE 646,0
```

This will change the text screen to black.

There is another way to change the text colour on screen and this is from within a print statement. (See last month, where I mentioned this in passing under the heading Strange Symbols.) What you have to do is set up a print statement and using the Commodore and Control (CTRL) keys in combination with the number keys at the top of the keyboard, you can put a control character at the front of your PRINT statement.

If at the beginning of your print statement, after the first inverted commas ("), you press the Commodore key and the figure 1 on the top row of the keyboard, the text following this command keystroke will be light brown. (On old Commodore 64s, the first set of colours available to you using the Control key have been marked on the key fronts.) You will also notice that in the PRINT statement that we tried out just now, when you pressed the Commodore key and figure "1" the text did not change colour right away, but a small control character was inserted just after the inverted commas.

This is the difference between changing the colours in "direct mode" and changing them from within a program, or a PRINT statement. If you press the CRTL key or the Commodore key and any of the top row of numbers on the computer, all the text on the screen after that keystroke changes colour.

In a Commodore 64 program there are a great many command keys that you can press in a PRINT statement to "format" the output. One such example is the one we've just seen, that of changing the colour of the text. But, if instead of pressing the Commodore key (or CTRL key) and a number, you press one of the cursor keys at the bottom right of the keyboard, this will change the position of the text on screen. For example, if you pressed the cursor down key twice after the inverted commas in a print statement, this would move the text down 2 lines before printing. If you wanted to print "THIS IS A TEST" in the middle of the screen you would have to type the following:

```
PRINT "(CLR)(CRSR DOWN 12times)
(CRSR RIGHT 10 times)THIS IS A TEST"
```

As you can see, the words "THIS IS A TEST" have been printed in the centre of the screen. In the same way as the colour changes and the cursor movements are printed in the PRINT statements as control characters, so is the clear screen command which has been inserted in the PRINT statement in this case by pressing the CLR/HOME key situated at the top right of the keyboard between the pound sign and the INST/DEL key. There'll be a full list of the control keys available in a Commodore 64 BASIC listing next month.

PRINT AND ?

In BASIC listings on the Commodore 64 you can type ? instead of the word PRINT. This is just a piece of BASIC shorthand and in all your programs the ? character will be read as PRINT. After you have used ? instead of PRINT in a program, the program the word PRINT will be substituted when you LIST it. So save yourself a little bit of typing.

PRECEDENCE

When you use calculations in BASIC you may notice that some of them come out wrong or not as you would have expected. The reason for this is the law of precedence in BASIC. Precedence means the order in which calculations are done by the computer.

The order is as follows:

1st	-	figures with a minus sign
2nd	^	exponentiation
3rd	*/	multiplication and division
4th	+-	addition and subtraction

For example, look at this calculation: 15-5/2

It's difficult to tell if the answer to this sum is 5 or 12.5. In fact what the computer does is it performs the division first and then it goes back to the subtraction. So the 5/2 is done first, giving you 2.5, and then that number is taken from 10 to give you 12.5.

A good way to make sure that your calculations are done in the right order and the results turn out the way you want them to, is to enclose the calculations that you want to be independent of the rest of the calculation in round brackets, or parentheses.

Step by step

Every month, this Step By Step will summarise what we've covered in this issue of Back To Basic.

1. The kind of editing we're doing on the C64 is called full screen editing.

2. This means you can edit a line once you've entered it into a BASIC listing.

3. And by changing the line number and pressing return you can create a new line.

4. The two modes for the C64 editor are called direct mode and program mode. The difference is that program mode commands have line numbers in front of them. Direct mode commands don't.

5. Instead of typing PRINT you can type a ? symbol.

6. Precedence is the order in which calculations are done. Negative numbers are calculated first, followed by exponents, multiplication and division and finally addtion and subtraction.

Your letters

I've had a good deal of post in the last few weeks, which is nice because it shows that people are enjoying the series, paying a small bit of attention and having a bit of fun with BASIC at the same time.

Kevin Spence has a query about the last issue, and he has a problem with his addition program:

'I have written an addition program which works fine, and using some POKEs from *Commodore Format 3* on how to stop hacking, it works fine and you can't reset or list it. When I load my program the cursor flashes after the word READY. If I type RUN the program runs. What I want to know is how to put a line into the program which when loaded will run itself without having to type RUN.'

Good question, and a simple answer. If you want your program to auto run when you load it, simply load the program with SHIFT RUN/STOP, and the program will load and run in one go like a normal C64 program. The trick is to disable the break key, or the RUN/STOP key so that, once running, the program won't allow anyone to break in and list it.

You do this by adding `POKE 808,54` to a line at the front of your program. To re-enable the break key just type `POKE 808,237` and the key will be able to break the program again.

And another thing which emerges from Kevin's letter is that it's okay to skip ahead and customise programs any way you like. You don't have to just doggedly follow the listings I provide.

If you want to you can add bits that you find in books or other issues of *CF* and learn your own way. In fact trial and error is often the best way to learn to use a programming language properly. Copy listings from other sources and adapt them at will, and your knowledge will grow and grow.

Living colour

If you want to generate different coloured text in Phil's programs, take a look at this list. Find the colour you want and then check to see which keys you need to press to get that colour.

BLACK	CTRL 1
WHITE	CTRL 2
RED	CTRL 3
CYAN	CTRL 4
PURPLE	CTRL 5
GREEN	CTRL 6
BLUE	CTRL 7
YELLOW	CTRL 8
ORANGE	COM 1
BROWN	COM 2
Lt RED	COM 3
GREY 1	COM 4
GREY 2	COM 5
L GREEN	COM 6
L BLUE	COM 7
GREY	COM 8

Some spritely fun

To kick our series of programs off, I thought it would be nice to do something a bit more interesting than the usual boring number crunching progs. I thought you'd prefer to jump right in and start playing with Sprites.

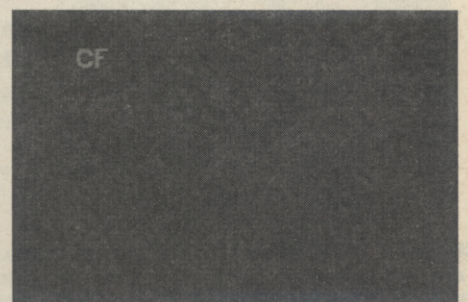
Sprites are graphic objects which you can make the computer move around on the screen. The clever thing about sprites (and the thing that makes them fun) is that they don't interfere with whatever's on screen when they whiz across it. Have a look at the diagram to get an idea of how they do this.

Sprites are usually used for the robots, space ships, and bullets that you see in games. Whenever you see a mobile object under the control of the joystick, you can bet it's a sprite. You won't be able to program an arcade game without them.

In the C64, the sprites are hardware based, and there are 8 of them for you to use. Programming them is easy, and once you've got them down, programming your own game is a piece of cake. We'll go into the finer aspects of sprites next issue, but for the time being let's just be content to move them around.

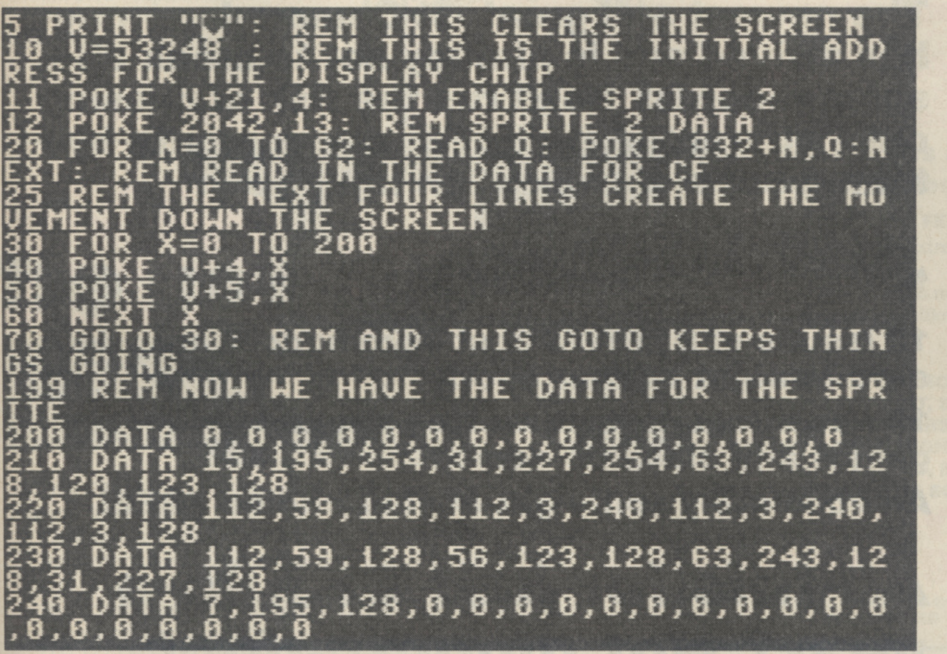
The example program Whacky moves a sprite shaped like the letters C and F, (for *Commodore Format* don'tcha know?) diagonally across the screen.

Each point on the screen has a co-ordinate, two figures, which are like the number and street name of your house. These tell the sprite where it should appear on the screen and as the program RUNs, the numbers change, moving the sprite to a different location.



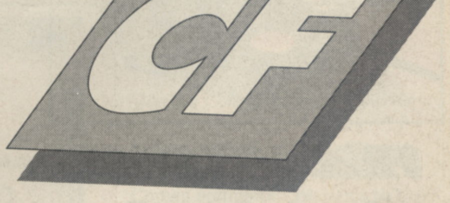
It's a corker, isn't it? Our logo sinks diagonally from top left to bottom right and then the sequence repeats (it'll keep going till you stop it). Almost all animated graphics in games are actually sprites, so they're very useful to know about

Whacky ...that program in full



```
5 PRINT "♥": REM THIS CLEARS THE SCREEN
10 V=53248 : REM THIS IS THE INITIAL ADD
RESS FOR THE DISPLAY CHIP
11 POKE V+21,4: REM ENABLE SPRITE 2
12 POKE 2042,13: REM SPRITE 2 DATA
20 FOR N=0 TO 62: READ Q: POKE 832+N,Q:N
EXT: REM READ IN THE DATA FOR CF
25 REM THE NEXT FOUR LINES CREATE THE MO
VEMENT DOWN THE SCREEN
30 FOR X=0 TO 200
40 POKE V+4,X
50 POKE V+5,X
60 NEXT X
70 GOTO 30: REM AND THIS GOTO KEEPS THIN
GS GOING
199 REM NOW WE HAVE THE DATA FOR THE SPR
ITE
200 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
210 DATA 15,195,254,31,227,254,63,243,12
8,120,123,128
220 DATA 112,59,128,112,3,240,112,3,240,
112,3,128
230 DATA 112,59,128,56,123,128,63,243,12
8,31,227,128
240 DATA 7,195,128,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0
```

To get the inverted heart character in the print statement, press the CONTROL key and 9 together. This switches the C64's Inverse Video function on. Then press the SHIFT key and S together. This generates the heart-shaped character. Switch off Inverse Video by pressing the CONTROL key and 9 again



Sprites are graphics you can move without disturbing anything anywhere on the rest of the screen. It's easy to imagine them as if they floated above the screen, like this. In fact, you can program layers of sprites

How Whacky works

Line 5 of the program clears the screen of anything that might be on it, so you start with a fresh screen.

Line 10 makes the letter V equal to the number 53248, for reasons that I'll cover in more detail another time. But we need to POKE locations in memory, put numbers into the computer's memory directly, and this number serves as a starting point.

Line 11 POKEs memory location 53269 (expressed here as V or 53248 + 21) with the number 4. This has the effect of enabling sprite number 2. The C64 has areas of memory specially for sprites. We need to enable one of these in order to use it.

Line number 12 POKEs location 2042 with the number 13. This has the effect of getting the sprite data from memory.

Line 20 gets the shape of the sprite from the DATA statements at the end of the program using a READ statement.

Lines 30-60 move the sprite down the screen in a diagonal move, over and over, using a loop. The loopy bit is line 70 which sends the program back to 30. This puts the sprite back to the top ready to come back down again.

The shape of the sprite is in the program lines 200-240, and this can be any shape you like. I'll tell you how to do this yourself next time.

Homework Prob No. 2

This month's program test for those of you who like to run ahead is a simple colour test. Using the POKEs for changing colours, write a simple colour program. It must change the colour of the border and screen together, cycling through the available colours one by one automatically. Simple huh?

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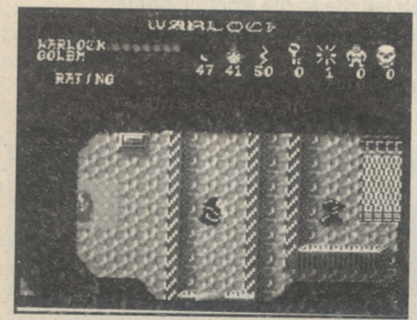
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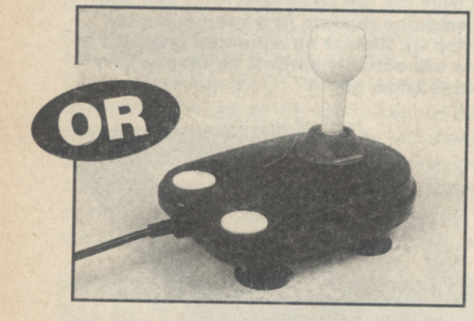

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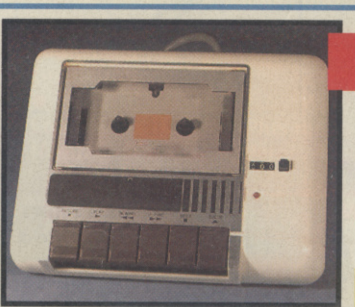

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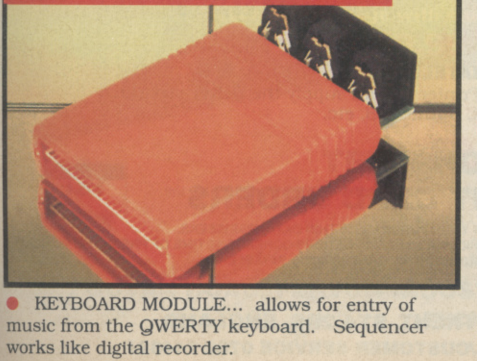

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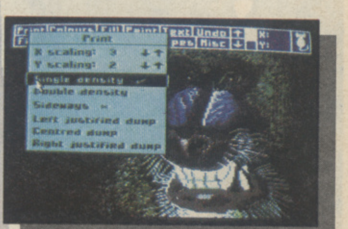

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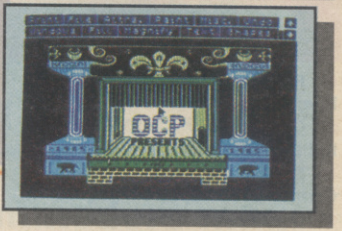

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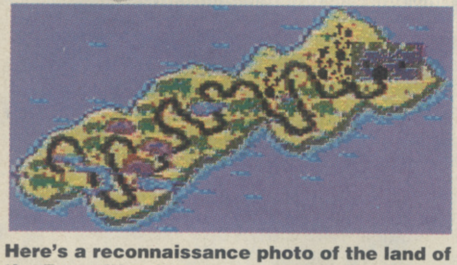
CREATURES

Zany! Addictive! Whacky! Cruel! Wild! Irresistible! Tear-jerking! Fun! This is how Thalamus describes its latest offering. Not exactly modest, is it? Our reviewer went looking for chainsaw wielding slime, vats of acid and over-sized machine guns and found that the fuzzy wuzzy heroes of the game are indeed in need of your immediate assistance. So what are you waiting for?

It's a Corker!

If you look up into the sky tonight and direct your gaze to the far right corner of the Milky Way, you might just see a faint star. Orbiting this star is a tiny, insignificant planet named Blot. It's a pretty place, but the inhabitants never liked being referred to as 'Blotians' – so they built a crude colony ship, renamed themselves 'Fuzzy Wuzzies', and headed for deep space.

Would you believe it – only yesterday they crash landed on Earth. Fortunately for them they splashed down in the Pacific Ocean, next to an undiscovered island: they swam ashore, built a village, and called it The Hippest Place in the Known Universe. Little did they know that on the other side of the island lived a group of bad tempered Demons. Enraged by Fuzzy Wuzzies making happy sounds, they hatched a plot: having invited the Fuzzies to a party, the baddies threw a net over them and carried them off to the torture chambers.

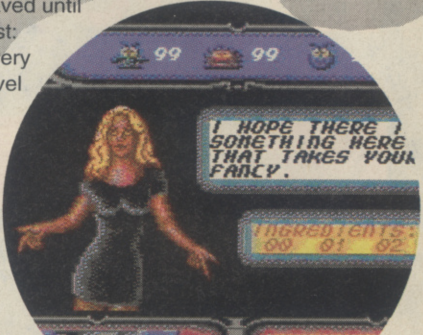


Here's a reconnaissance photo of the land of the Fuzzy Wuzzies, taken over the Pacific Ocean. (*Actually it's a map of level 1.1 – Ed*)

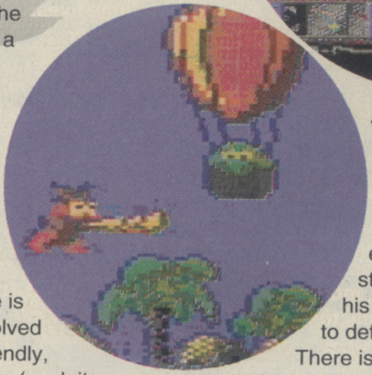
All except one. His name is *C*lyde *R*adcliff, and he's resolved to *E*xterminate *A*ll *T*he *U*nfriendly, *R*epulsive, *E*arth-ridden *S*lime (work it out). Rescuing his chums from the dastardly Demons is no easy task.

Clyde's adventure is split up into stages, each one divided into two right-to-left scrolling levels. The journey takes him over hills and valleys, through underground passages and icy subterranean pools, along roaring rivers and down extremely dangerous waterfalls.

As if the landscape wasn't terrifying enough, Clyde also has to combat a vast range of demonic minions – birds that drop bombs from balloons, spitting stone heads, giant maggots, mutant cats and just about every other horror you could imagine. The worst is saved until last: every level ends with a ferocious monster which Clyde needs all his leaping and shooting skills to defeat.

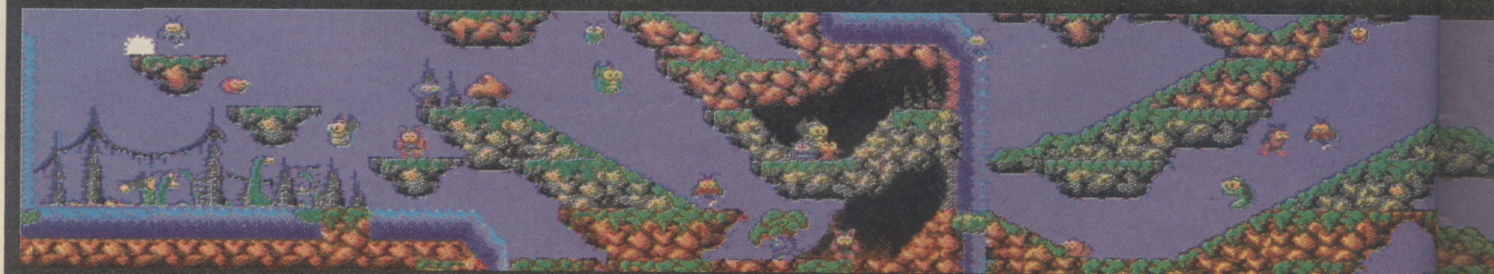


I HOPE THERE I
SOMETHING HERE
THAT TAKES YOU
FANCY.



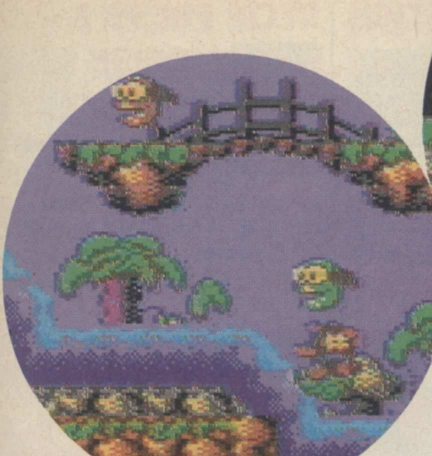
(Top) Clyde takes a break and goes shopping... for Droopy's? (Left) Beware the blob dropping balloon of doom! Alternatively, blow it away

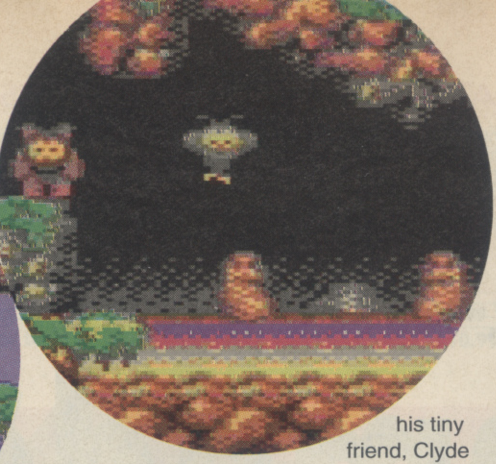
There is some consolation, though: our furry friend occasionally comes across flashing Magic Potion Creatures (MPCs): if he collects enough, he can use them at the end-of-level shop. This is run by a friendly witch with a Fuzzy fetish: she exchanges the



Here, we've been terribly clever and bolted several screens together so you can see just what poor old Clyde has to go through. At the end of

Game	**Creatures**
Publisher	**Thalamus**
Cassette	**£9.99**
Disk	**£14.99**





(Above) Indiana Clyde throws caution to the wind as he rides a lily pad down the rapids. (Right) That look says it all... Clyde's not going a step further!

MPCs for potions which allow our chum to choose a more flexible range of weapons (see box). So you can get through the game without her help but it would be unwise to try.If he completes an entire stage, Clyde is whisked off to a Torture Chamber. This is a single screen consisting of puzzles which he must solve within a strict time limit or forfeit a life: he can buy clues from the witch in the shop, but they're very expensive. If he frees his tiny friend, Clyde is rewarded with more magic potions.

What this all adds up to is a very cute, very silly and very enjoyable platform and puzzle game. All the basic elements of a great game are there: the collision detection is spot-on, the enemies get gradually more intelligent and the whole design makes for a compelling challenge rather than umpteen screens of endless frustration.

As you can see from the screenshots, the graphics are superb: the backgrounds in particular are varied, colourful and imaginative; but it's the range of creatures and what happens to them which make the game so much fun. Each has its own character, and they vary from level to level so that you never quite know what they'll do next. Added to this are some weird tunes, excellent sound effects, and loads of mini-puzzles – all combining to make one hell of a good game. You'd be daft to miss it.

GORDON

POWER RATING

THE DOWNERS...

- Passwords would have saved time

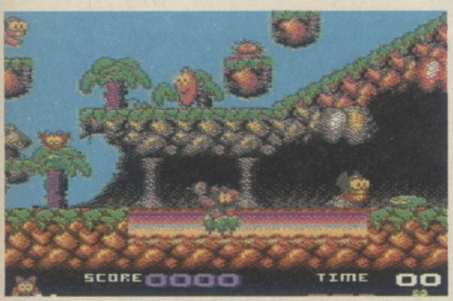
100

91%

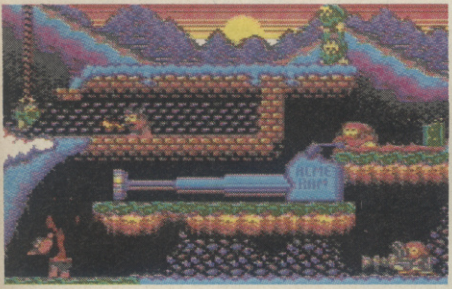
0

- **Huge levels to negotiate – and you don't get sent back to the start when you die**
- **Brilliant torture screens**
- **Colourful and beautifully drawn backdrops and a whole host of cute and silly creatures to collect or kill**
- **Bags of different weapons**
- **Loads of nice touches, such as the diving gear**
- **A choice of music and/or sound effects**
- **Spot-on collision detection**
- **The end-of-level baddies provide plenty of challenge**
- **Nicely graded difficulty: it starts off easy but gets very tough later on**

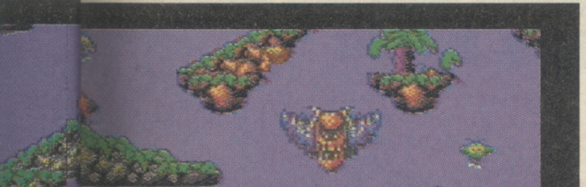
...AND THE UPPERS



Some screens seem to offer alternative routes but only one perilous path leads to the end of the level



One of Clyde's chums gets a good seeing-to in one of the Torture screens. Er... maybe 'Torture' isn't the right word. Try 'Death'



end of the level (far right) there's a nasty end of level alien!

Clyde Radcliff and his amazing gadgets

There are times when every furry fun-ball needs assistance: the items below are just a selection of the weapons and gizmos which any self-respecting fuzzy carries around with him.

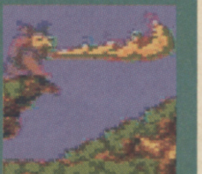
CLYDE

This is Clyde: his body is his tool. He can adapt to most environments simply by walking and jumping – but occasionally (as a last, desperate measure), he can kill opponents by leaping at them. However, use this option with care – it forfeits half a life.

FIREBALLS

Cuddly Clyde's standard-issue weapon is the fireball. By collecting magic potions he can configure this to fly in eight different ways: a flame thrower, one straight and two drooping forward shots, a curly whirler, a wiggly line, an upward shot, and a scatterball, which explodes a short time after release.

BAD BREATH



Halitosis was an embarrassment to the Fuzzy Wuzzies on their home planet, making parties a rare occasion. In Earth's atmosphere it's a great advantage: a deep inhalation followed by a quick exhalation flames even the toughest enemies.

LILY-BOAT

Clyde isn't a great swimmer, so on rivers he seeks out the nearest lily. Whipping out his portable outboard motor, he can sail back and forth along the deepest rivers – though he can't travel back up waterfalls with it.

DIVING GEAR

No Fuzzy leaves home without his diving helmet: it is invaluable in situations where there's no other option but to swim for it. Unfortunately, it has a limited air supply, so get a move on!

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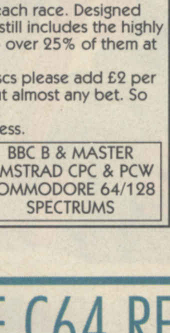

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COMMODORE FORMAT A TO Z OF CLASSIC GAMES

***Welcome to chapter three in the epic history of the best, the greatest and the worst games ever produced for the 64. Today's episode comes to you courtesy of the letters F, G, H and I, not to mention* Gordon Houghton**

FIRETRACK

ELECTRIC DREAMS

Released: April 1987

Availability: Deleted

This never really took off at the time of release, which is a shame since it's still one of the best 64 blasters around. It featured colour schemes weirder than a Beatles album cover, but was packed with masses of sophisticated alien formations and ground installations, adding up to heaps of fast, furious and totally frenetic action. An original product to add to your list as long as you're not struck on progressive weaponry – Firetrack ain't got none.

FURTHER ADVENTURES OF ALICE IN VIDEOLAND

BUG BYTE

Released: October 1987

Availability: Deleted

Get an expert. Show him/her a copy of the original *Alice in Videoland* disk version and the so-called `further' adventures on tape. Wait. If this person notices any difference, send for a doctor immediately. *Alice in Videoland* wasn't a technological masterpiece: little Al skipped along a jerky pathway dodging monsters and the odd flying door out on its annual rampage. After that she did it again. In her *Further Adventures* she only does it once; the tape program keeps trying to access further levels from disk and eventually crashes (by far the best bit of the game). If someone offers to give you *Alice In Videoland* for free, kick them where it hurts, then when they curl up in a small, wincing ball, kick them again.

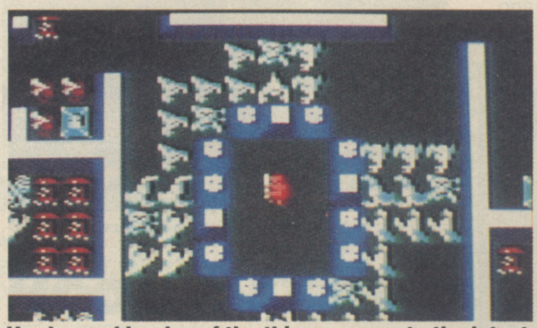
GAUNTLET

US GOLD

Released: February 1987

Availability: Kixx £2.99

Once upon a time there was a huge four-player coin-op and it did really well. US Gold managed to blag this lucrative licence, produced a 2-player conversion and that did really well. Then they brought out *Gauntlet: The Deeper Dungeons* (it did quite well), after which they had a go at converting *Gauntlet II* (which did pretty well) and at this very moment they're programming *Gauntlet 3D* (which should do well). Not only has Gauntlet made a lot of people very rich, it's also a cracking good maze-game crammed with labyrinthine passageways, ghost, zombies, keys and potions – and there are over a hundred levels of it. Graphically it's still as impressive as it ever was (just look at all those sprites on screen!) and, as an added bonus, the multiload is short and sweet: for the price it should not be missed.



Hordes and hordes of the things pour onto the latest hapless adventurers to risk running the *Gauntlet*. It's all part of the appeal, so they tell me...

GHOSTS 'N' GOBLINS

ELITE

Released: September 1986

Availability: Encore £2.99

There are all sorts of interesting things you can do with a pair of brown underpants (macrame for example) but ghost-hunting is probably the least desirable. How would you like it being stuck in a freezing cold graveyard, in the middle of the night, surrounded by hideous ghouls, grotesque ghosts, and undesirable zombies with nothing but a magic dagger and a temperamental suit of armour (reduced to M&S lingerie under direct attack) to your name? If the considerable success of Elite's conversion of Capcom's *Ghouls N' Ghosts* coin-op is anything to go by, you'd probably like it quite a lot. Five long, nay unending levels of platform and shoot 'em up fun make this one of the all-time conversion greats. Never has a medieval striptease show been so much fun.

GRIBBLY'S SPECIAL DAY OUT

HEWSON

Released: March 1989

Availability: Rack-It £2.99

Gribbly is a creature with only one foot who lives on the planet Blabgo – a happy kind of place until the evil mutant Seon starts kidnapping all the fun-loving gribblets and hiding them in a cave. Clearly this just isn't acceptable behaviour so Gribbly, a decent sort of chap, hops out valiantly to look for them. He first did this in 1985 (*Gribbly's Special Day Out* is the improved remix version) but in five years he's hardly aged a bit. Programmed by 64 impresario Andrew Braybrook (the guy who brought you the excellent *Paradroid, Uridium* and *Rainbow Islands*). Gribbly means classic cute platform action and a lorra lorra fun.

GUNSHIP

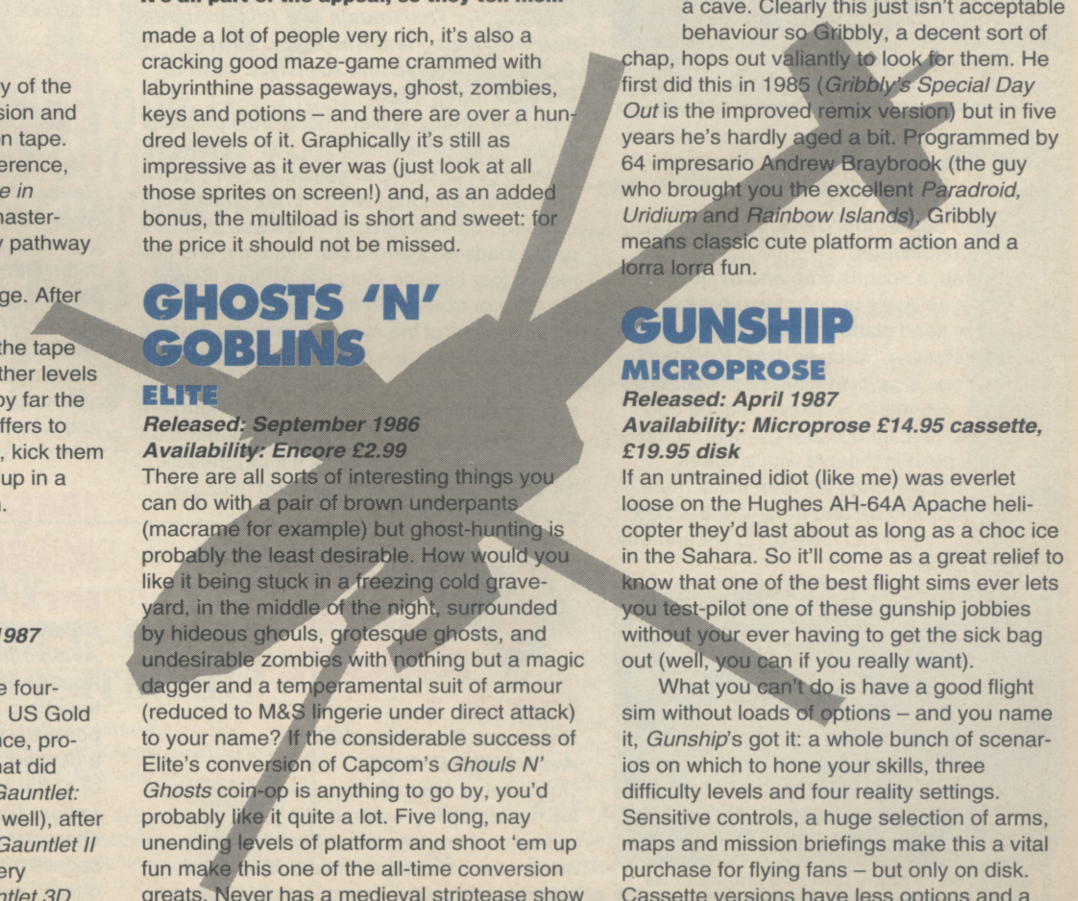
MICROPROSE

Released: April 1987

Availability: Microprose £14.95 cassette, £19.95 disk

If an untrained idiot (like me) was everlet loose on the Hughes AH-64A Apache helicopter they'd last about as long as a choc ice in the Sahara. So it'll come as a great relief to know that one of the best flight sims ever lets you test-pilot one of these gunship jobbies without your ever having to get the sick bag out (well, you can if you really want).

What you can't do is have a good flight sim without loads of options – and you name it, *Gunship*'s got it: a whole bunch of scenarios on which to hone your skills, three difficulty levels and four reality settings. Sensitive controls, a huge selection of arms, maps and mission briefings make this a vital purchase for flying fans – but only on disk. Cassette versions have less options and a cruddy loading system..

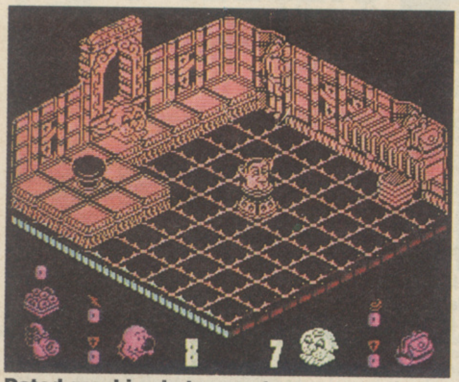


HEAD OVER HEELS

OCEAN

Released: August 1987
Availability: Hit Squad £2.99

Dogs aren't just good for bad breath and chewing your Turtles slippers, you know – Head and Heels are canine spies who (for some reason mercifully never fully explained) are used to travelling about on each other's shoulders. The dastardly Blacktoothians have manhandled them into two different cells at either side of an impenetrable wall in the middle of their isometric 3D empire – and left them to rot. It's your job to get them together, battle your way through Blacktooth's puzzles and past the Empire's henchmen using a combination of flying doughnuts, co-operation, teleport pads, hush puppy platforms and doggy skills. There are five different worlds jam-packed with puzzles, cute graphics and some of the most addictive gameplay you're ever likely to see. It was fab three years ago and it's still fab today.



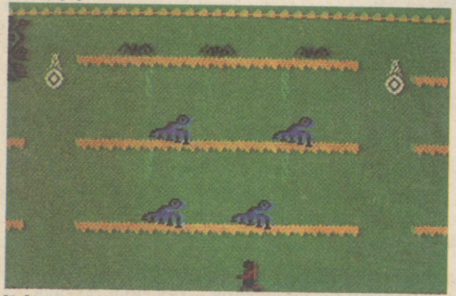
Dated graphics but a great game, not dissimilar from Ocean's earlier *Batman*. Huh, and I thought isometrics were exercises

HERCULES

ALPHA OMEGA

Released: September 1986
Availability: Deleted

It looks crap, it sounds crap and by golly it is... well actually it's not what you think – it's a spankingly good platform game. Even when it was first released *Hercules* didn't look much like the Mona Lisa; but looks aren't everything (ask your dad): *Hercules* may be ugly but it's also fast, furious and a whole lot more fun than a poke in the eye with a Greek javelin. What you can't tell from the screenshot is how addictive and frenetic the whole thing is – so you'll just have to go out and buy a copy yourself.



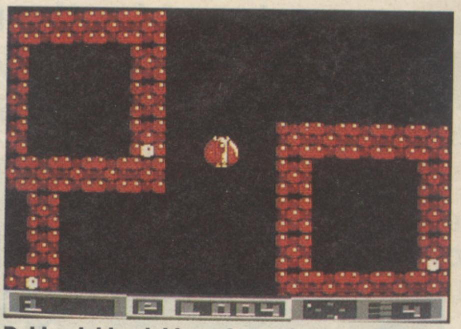
It just goes to show that you shouldn't be fooled by appearances. Well, it's too late now. *Hercules* has vanished into legend

HOWARD THE DUCK

ACTIVISION

Released: February 1977
Availability: Deleted

Quack. Remember Howard? He was an overweight, crazy kind of duckling headed for a life of stardom except for the fact that the movie eventually flopped. Activision's licensed version was just as successful. Four levels of feathery multiload came up trumps with badly drawn slime, a bunch of invincible villains and flight training so exciting it made you want to kick your monitor in. If you see anyone who tells you this game is fun, avoid them – they're quackers.



Dakka dakka dakka... Attacking the crystal cities *Hunter's Moon* style. Check out Roger Frames this month because it's just come out on budget

HUNTER'S MOON

THALAMUS

Released: February 1988
Availability: Thalamus's The Hits compilation which also features Delta, Sanxion, Quedex, Hawkeye and Armalyte. Also on the Kixx label, £2.99

If you fell through a black hole you'd probably scream a lot. After that you'd start thinking up ways to get back – and getting back from another dimension is what *Hunter's Moon* is all about. Basically this involves whizzing round loads of different star systems, and collecting four flashing star cells without losing life, limb or trousers in the process. The upshot is one of the most original and imaginative shoot 'em ups ever released for the 64. The presentation is brilliant, the sound effects create an exceptional atmosphere, and the clever design combines action with bags of puzzles and mazes. It's psychedelic, it's unusual and if you like a good blast you shouldn't miss it.

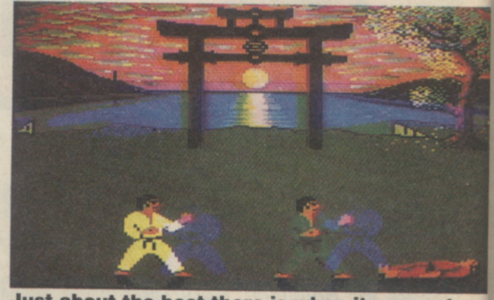
INTERNATIONAL KARATE+

SYSTEM 3

Released: November 1987
Availability: Deleted

Don a set of white pyjamas, watch fish leaping out of rippling water, make your opponents' trousers come tumbling down around their ankles and more! *IK+* hurled itself to the top of the beat 'em ups market with 14 spectacular different karate moves, a two-player game, two simultaneous computer opponents and a very nifty ball deflection bonus routine.

It looks good, it sounds great and it still plays like a martial artist's wet dream (*please, calm yourself – Ed*) – so it doesn't really matter that there's actually nothing international about it.



Just about the best there is when it comes to bouts of controlled violence. Play it against the computer – or someone you don't like much

INTERNATIONAL SOCCER

COMMODORE/CRL

Released: 1983
Availability: CRL £2.99 cassette £14.95 disk

For ages it was the only decent footy game available for the 64. The side-on graphics don't look too hot now and the gameplay's fairly unsophisticated in comparison with, say, *Microprose Soccer*, but it's got loads of skill levels, it's very easy to get into and the gameplay's still surprisingly nippy. No-frills footy action.

INTO THE EAGLE'S NEST

PANDORA

Released: May 1987
Availability: Players £2.99

Your mission is to rescue the prisoners held in the German jail at Eagle's Nest, before blowing the fortress up. This is a good excuse for a maze game, complete with dangerous German troops, barrels of treasure and chests bursting with guns, keys and ammo. Dead hard graphics, excellent puzzles and a few realistic sound effects – a *Gauntlet* clone with a silly accent and knobs on.

IMPOSSIBLE MISSION II

EPYX/US GOLD

Released: June 1988
Availability: Kixx £2.99

Agent 4125 faces eight more towers of treacherous lift shafts, and suspicious rooms positively swarming with pesky sentrybots in a desperate attempt to find the components of a vital musical sequence. Not only did *Impossible Mission II* feature the brilliant main character animation and sampled speech of its predecessor, it also offered even greater puzzlement and depth.

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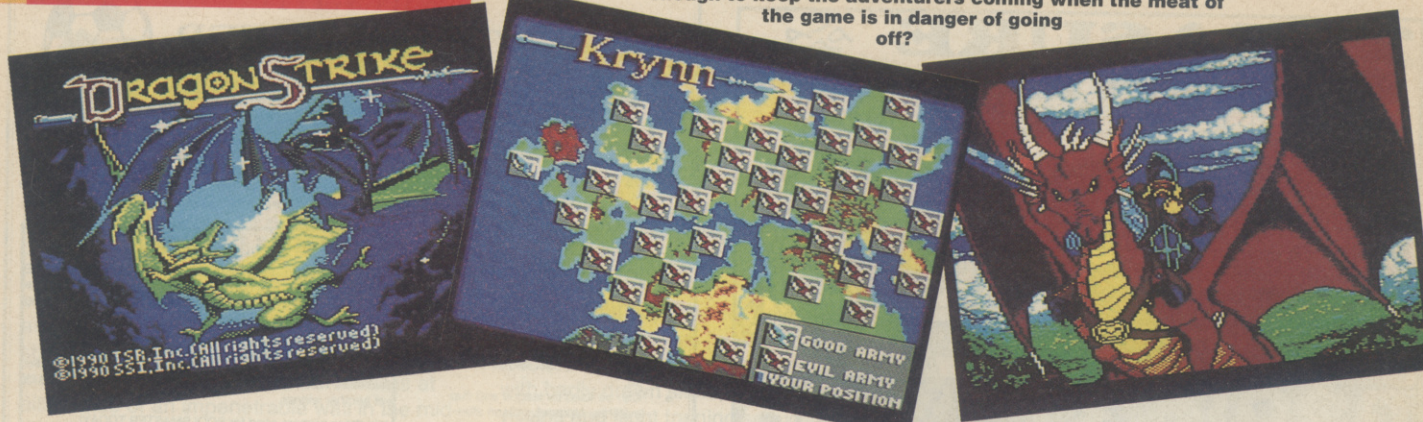
The world of Krynn unfolds on a C64. But are stunning presentation graphics enough to keep the adventurers coming when the meat of the game is in danger of going off?


DragonStrike
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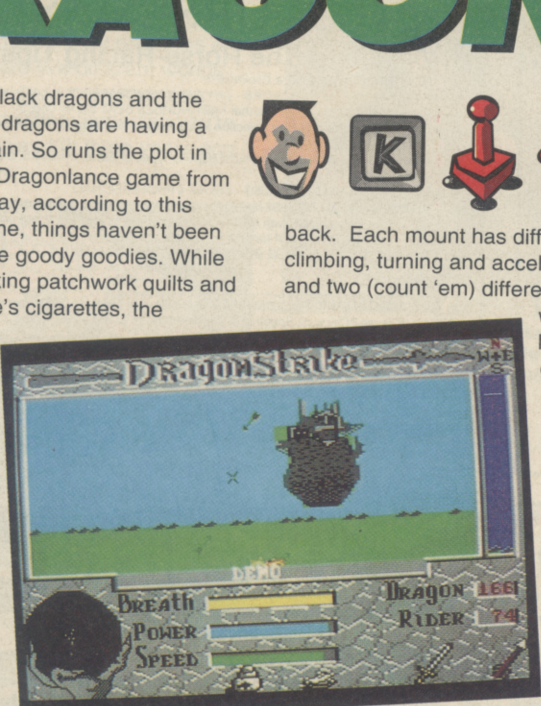
Krynn
GOOD ARMY
EVIL ARMY
YOUR POSITION

DRAGONSTRIKE

The nasty black dragons and the nice white dragons are having a scrap. Again. So runs the plot in this latest Dragonlance game from SSI. Anyway, according to this rapidly aging storyline, things haven't been going too well for the goody goodies. While they were busy making patchwork quilts and lighting other people's cigarettes, the baddies sneaked up on them, moved into their homeland, Ansalon, and barbecued the lot.

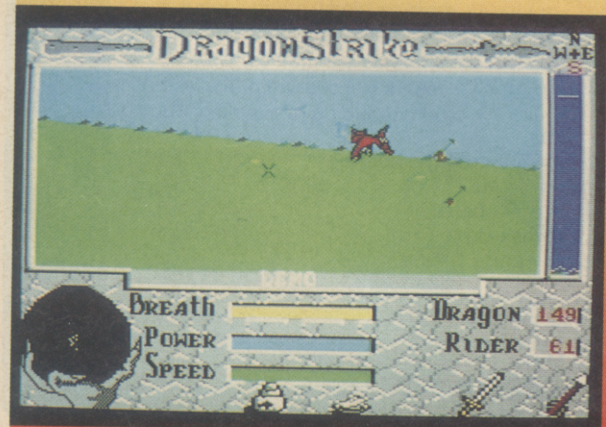
The upshot is that the crops are frazzled, the people are hassled and Ansalon's about to be lost. You're a knight employed at the only goody outpost still unsinged. Your only chance is to climb on the back of a dragon, guide it into battle, and blast at anything with a big pair of wings and charcoal on its breath.

It takes exactly 22 death-defying missions, and six dragons to win your kingdom back. Each mount has differently scaled climbing, turning and acceleration abilities and two (count 'em) different types of breath weapon (including lightning, cone of cold and chlorine gas). There's a height and pitch bar to show you where you're going and a power indicator to let you know when to stop for a rest. Health potions and other handy objects can be scooped up and utilised as you go along.



Dragon armies use flying citadels to great effect. Destroying them is no easy task either: they're always protected by contingents of archers

A quick look into your crystal ball radar tells you where the bad guys are. These dragons, wyverns, sivak draconians and manticores are so rotten they eat babies for breakfast and hate brushing their teeth. Let them get close and they'll give you a nasty nip or scratch, so it helps if you can fry them first. Just remember, puff's in short supply – once you've run out you'll need a few seconds to get your breath back.



An enemy wyvern comes into view but your dragon's had enough time to catch its (highly inflammable) breath so we're in for a fry up

Sounds exciting? Well it's not. The 3D is bland and unconvincing, conveying about as great an impression of speed as a tortoise towing a small village. And as for that exhilarating experience of riding on a giant monster's back… It might just as well be a rusty bike or a Sopwith Camel for all the atmospheric dragon graphics and sound effects you get. It all comes over suspiciously as if the Commodore is trying to do something it wasn't designed for.

None of this is fast or complex enough to live up to SSI's promise of typical *AD&D* strategy. All the big talk about flying citadels and huge wars being waged don't amount to very much when the game plods along at this tedious rate.

In the end all you really get for your 25 quid is some nice packaging, neat presentation, elementary flying, a few droning noises and a lot of pot shots at badly drawn blobs. For action, excitement and adventure, watch Highway instead.

DRAGON
BREATH
EXTING

KATI

Game	**Dragonstrike**
Publisher	**SSI/US Gold**
Cassette	**not available**
Disk	**£24.99**

POWER RATING

THE DOWNERS...

- Very expensive for what you get
- Gameplay is bland and lacks all-important challenge
- Not complex enough to live up to the SSI standard of strategy
- Dull sound effects and title tune
- Unimpressive, slow-moving 3D graphics fail to convey a decent sensation of movement or speed
- Fails to be much in the way of a good flight simulator
- Lacks the flexibility of similar *AD&D* titles

100

41%

- **Option to pick your own opponents and design your own battle**
- **Attractive between-level presentation screens**
- **Packaging contains eight colour box-sized dragon cards**

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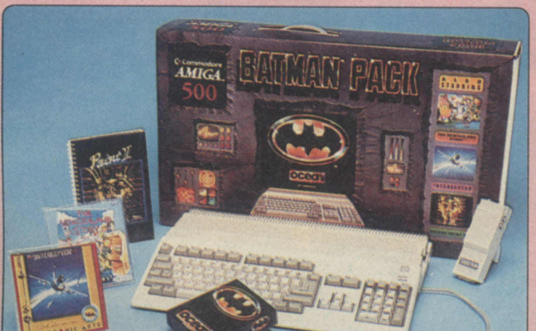

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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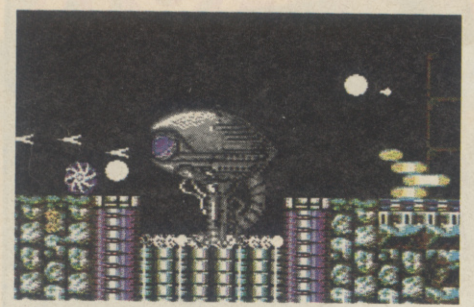
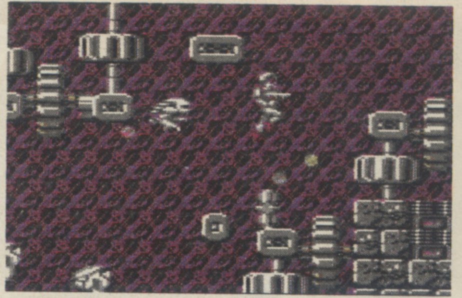
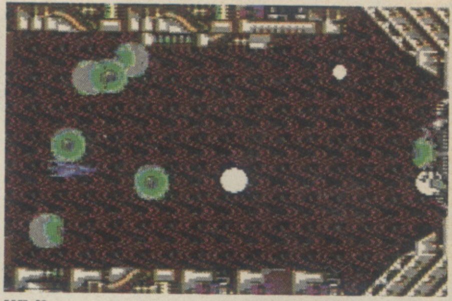

The mega weapon in action. That big grey thing is your opponent, the rest is your fire power. Wow, phew and (dare I say) blimey


Mechanised madness awaits you on this level. While the cogs do you no harm whatsoever, all the other items do you in a treat


While eye contact is all very healthy with prospective partners, this blokey takes great offence and... well... murders you

You just can't keep a good game down. The man in the metal skin is back, and he's more heavily armed than ever before. Our reviewer comes over all gryoscopic and delves into the massive sequel to last year's smash hit game from Rainbow Arts

TURRICAN

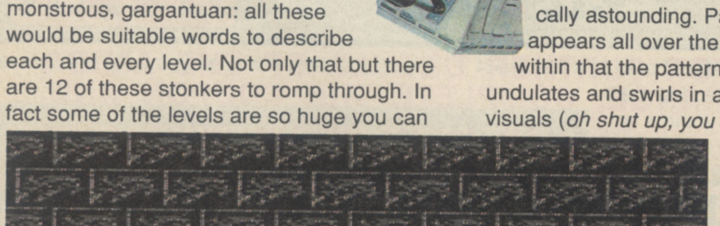
Remember *Turrican* from back in the dim and distant past of last year? Remember what a trouser-rending game it was? Remember the day after your 21st birthday when you got mind-numbingly drunk and threw up all ove... (*Andy, keep it relevant – Ed*). *Turrican 2* is here and proves all the people who said the game couldn't be improved upon wrong. After defeating Morgul in his first adventure, Turrican now receives a plea from the people of the planet Landorin who are under threat from a tyrant calling himself The Machine. Time to don your enhanced battle suit and kick ass.

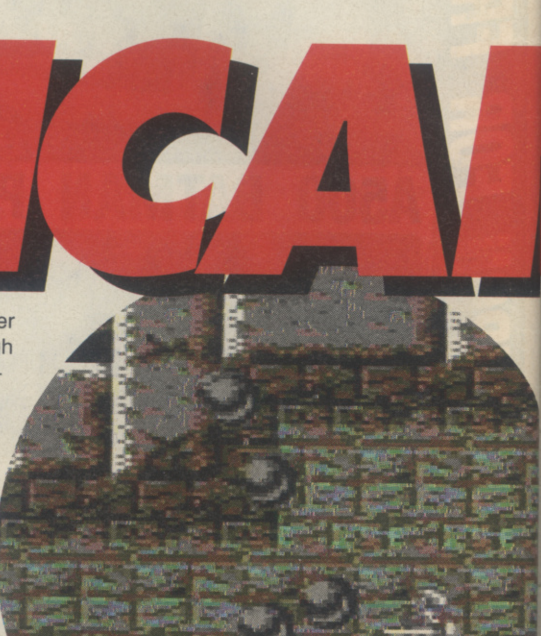
Allow me to start by telling you a little bit about the levels in *Turrican 2*, the size in particular. Vast, huge, monstrous, gargantuan: all these would be suitable words to describe each and every level. Not only that but there are 12 of these stonkers to romp through. In fact some of the levels are so huge you can start off, then ten minutes later you're still ploughing through uncharted territory thinking, 'Oh my God, if this lark carries on I'll have to hire a portaloo.'

It's a Corker!

That well known phrase 'big is beautiful' also applies here. Each level is stunning to look at, the graphics are colourful, detailed and technically astounding. Parallax scrolling appears all over the place and even within that the patterned background undulates and swirls in a feast of elaborate visuals (*oh shut up, you wibbling fool – Ed*).

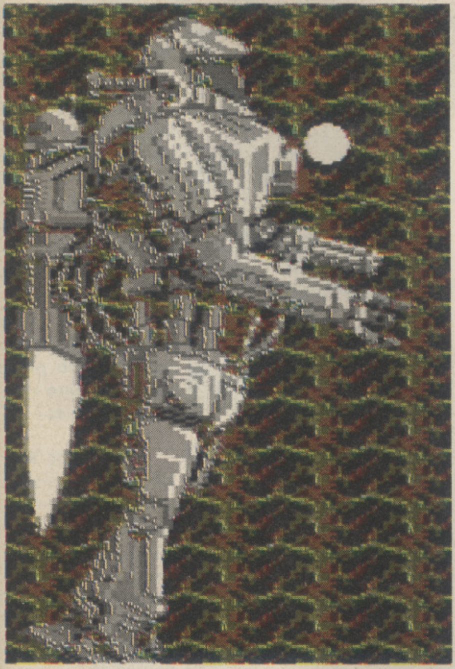
Of the 12 levels, two take place on the planet's surface, one dives underwater, and the remainder explore a series of cavernous mazes. There are even horizontally and vertically scrolling shoot 'em up sections thrown in for good measure, making the game an original progression from *Turrican* and not just a rehash of an old idea.


Here's one of the minor (eh!) end-of-levellers, doing a fine impression of ED-209. Turrican's giving him a taste of his rapid fire laser, which can be rotated through 360° (best to stick to 90° for the time being)


(Above) You've got to hand it to The Machine, he's got balls. Black, shiny and really rather lethal ones

(Right) The meanest end-of-level alien is this large winged doobrie which slams into the rockface, shoots massive energy bolts and then extends a large mechanical claw. In this instance, Turrican was just a tad too slow!

Heh, heh. So you're The Machine eh? Mnn, never thought you'd be quite so, um, large. Fancy a quiet drink or... er... something?



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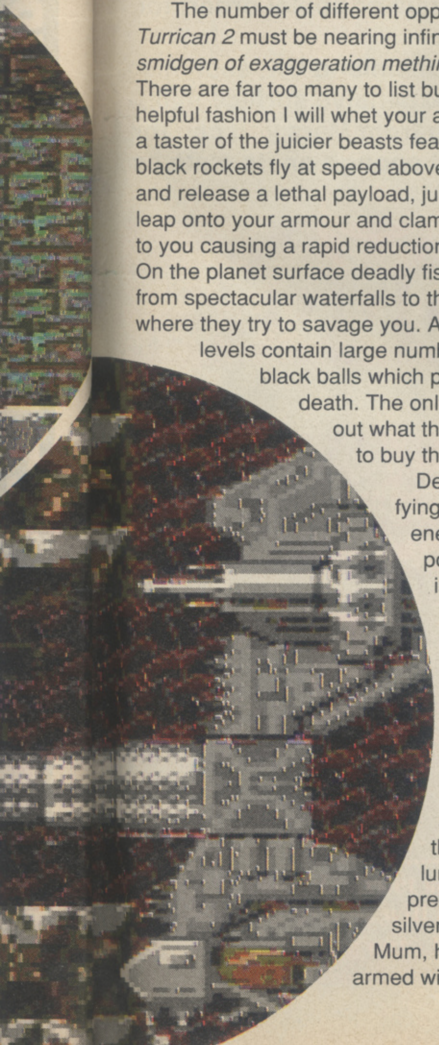


The number of different opponents in *Turrican 2* must be nearing infinity (*a smidgen of exaggeration methinks – Ed*). There are far too many to list but in my usual helpful fashion I will whet your appetites with a taster of the juicier beasts featured. Small black rockets fly at speed above your head and release a lethal payload, jumping spiders leap onto your armour and clamp themselves to you causing a rapid reduction in energy. On the planet surface deadly fish drop down from spectacular waterfalls to the pools below where they try to savage you. And certain levels contain large numbers of tiny black balls which pummel you to death. The only way to find out what the rest are is to buy the game.

Despite the terrifying array of enemy firepower, Turrican is pretty well kitted out himself. Quite apart from his thermal underwear, long johns, woolly hat and scarf and the packed lunch freshly prepared by his silver haired old Mum, he also comes armed with the following: a laser weapon activated by pressing fire, a very powerful repeating laser, a super weapon, and a mega weapon, which has to be seen to be believed. Turrican curls into a little ball while dozens of separate beams and missiles fly about, randomly filling the whole screen with its deadly potential.

Throughout the game you also have the strange ability to transform into a many-spiked wheel, allowing you to enter narrow tunnels that would otherwise be inaccessible. Sounds like more than enough weaponry doesn't it? But it doesn't end there, oh no. You can collect additional armaments along the way by either shooting grey diamond shaped thingies, or locating an invisible block and destroying it. In doing this, various coloured blocks should appear which when collected embellish you with said objects of doom. There is a laser booster, three-way and five way-firing and finally huge blob lasers and shields which give you temporary immunity from the enemy.

The technical and visual excellence of the game, not to mention the superb playability throughout the whole of this vast title, can't be praised too highly. The variety in each level and the terrifying power and size of each end of level guardian are forever worth looking forward to. Truly 'tis a triumph of programming, everything a sequel should be and more. *Turrican 2* is proof positive that you *can* teach an old 64 new tricks. It only remains for me to say, 'It's A Corker!'

ANDY

Game	**Turrican**
Publisher	**Rainbow Arts**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Just teensie niggles, nothing crucial

100

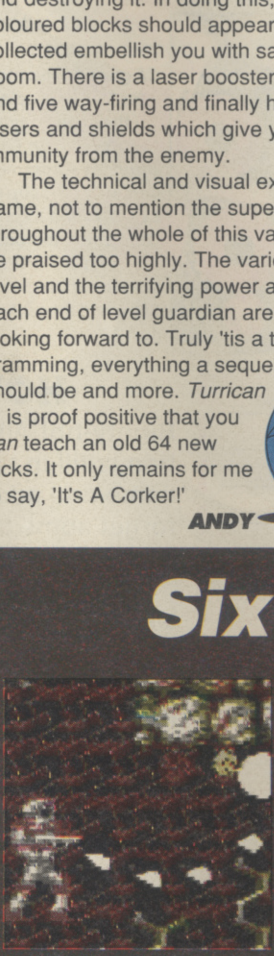
96%

- **Vast (and I mean vast) levels for long term playability**
- **Even more weaponry and collectibles than *Turrican***
- **Dozens of enemies, traps and wall-based armaments make it more of a challenge than it's predecessor**
- **The graphics are stunning**
- **Multi layer parallax, beautifully defined sprites and excellent animation**
- **Meaty sounds, especially when battling against an end of level guardian**
- **Surface levels, caverns, scrolly shoot-em ups, under water scenarios... oh, the list goes on and on**

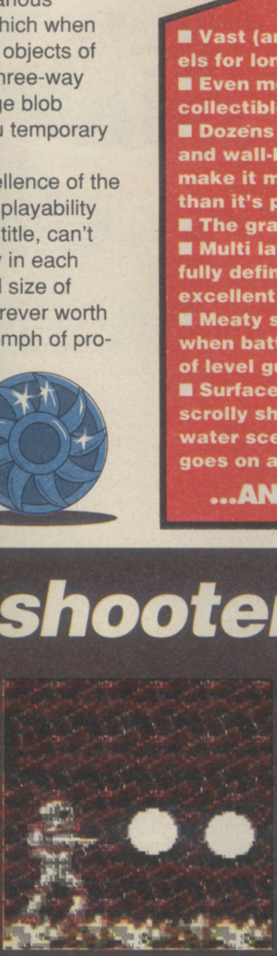
0

...AND THE UPPERS

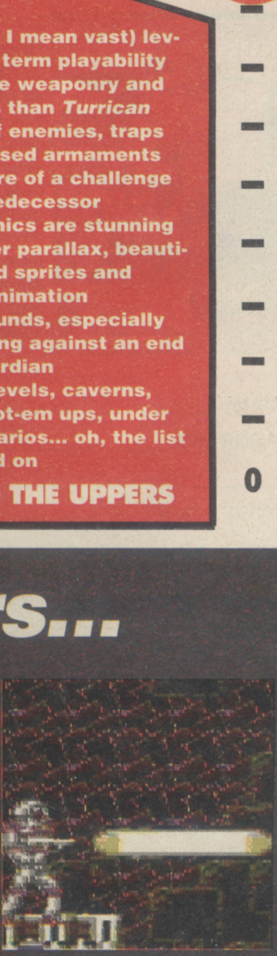
Six shooters...



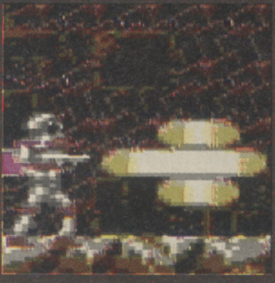
The Smith and Wesson Swirl-o-Matic. You are armed with this from the outset and can direct it through 360°



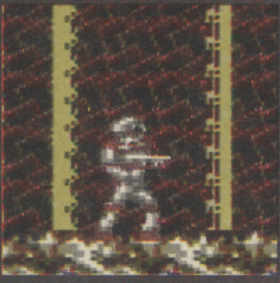
The Browning Blobcaster. A repeat action, fast firing laser rifle that beats seven shades of dung out of the opposing beasties



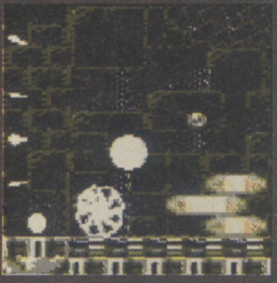
The Tefal Toastatron. Fries your foes sunny side up. Comes with built in digital alarm clock radio and coffee percolator



The Tefal Super Deluxe Toastatron. Similar to the standard model but also comes in bottle green, country beige or pink



The Zanussi dual action wall of death. Gives your whites a bluey whiteness and your enemies a bloody redness



And finally, the Bendix Blam-o-Matic death gyro with built in random screen clearing agent. Oh yes, and MFP fluoride

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We've already lined up a monumental list of new games for review including *Shadow Dancer, HeroQuest, Super Monaco Grand Prix, Switchblade, Escape From Colditz, Wrath Of The Demon, The Mighty Bomb Jack, Gremlins 2, Viz, North And South, Warlock, Defenders Of The Universe*, and loads more!

All the regulars are queuing up to get in: The Mighty Brain is sorting out your letters as we speak, Roger Frames is trying to blag some free software, Phil South is getting Back To Basic, and Phil Lyons has some more Inside Info for you.

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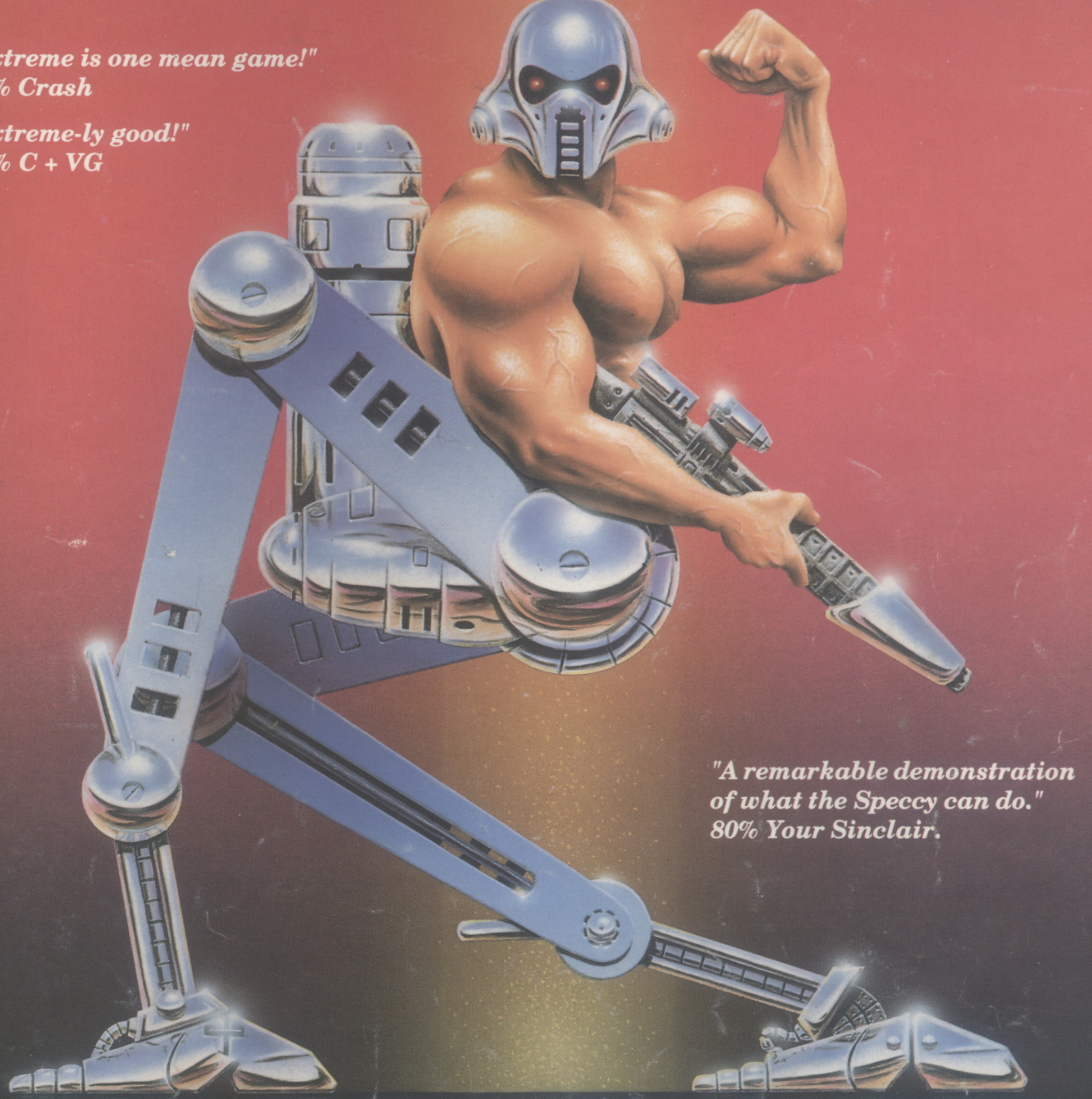

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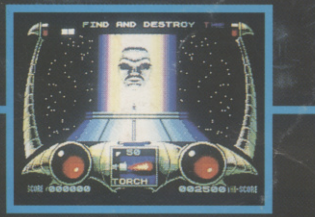
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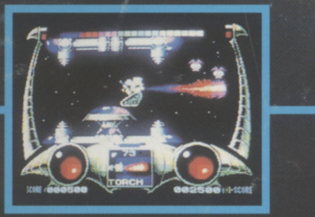
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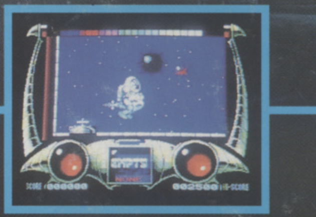
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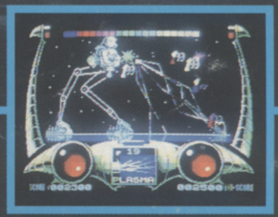
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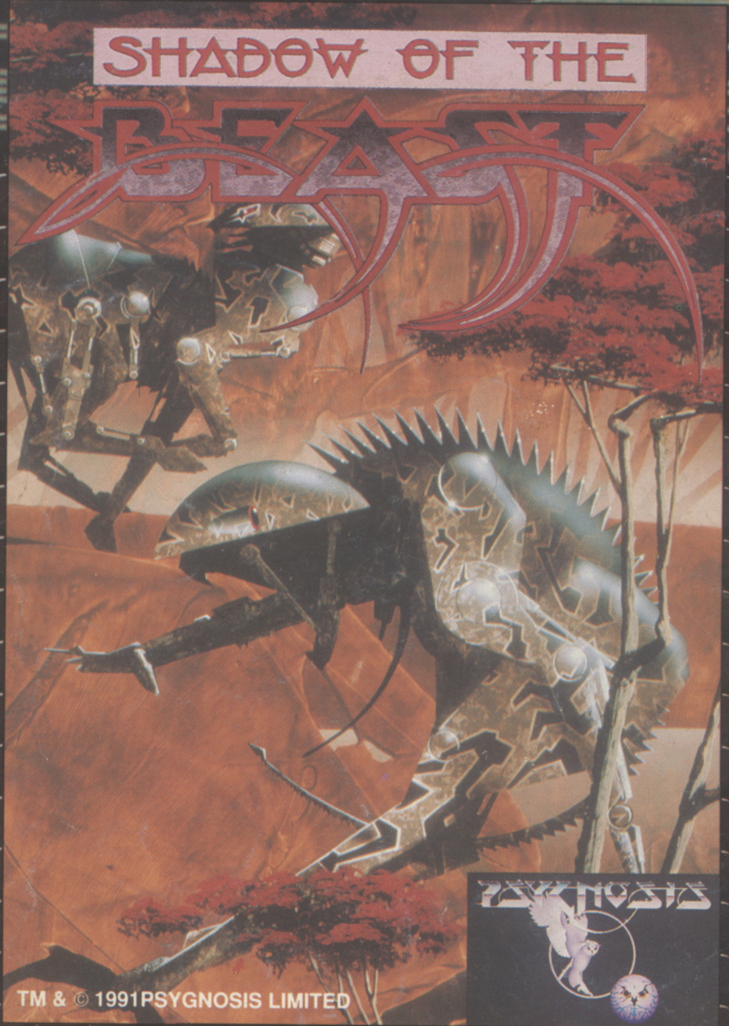

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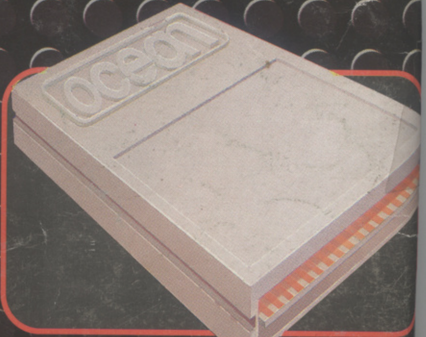

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